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A better machine. A better magazine.

NOV/96

MAC

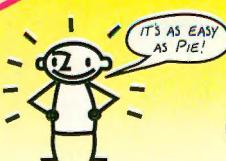
ADDICT 3

3D

made easy (and fun!)

Make
this dog
yourself!

- Model!
- Render!
- Animate!
- Gasp in Awe!



www.macaddict.com

- Macs cost more than PCs. NOT!
- What's Ahead for System Software
- Sneak Peek: Star Trek

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Hot Web Graphic Tips

35 Rippin' Reviews

Zork, IndyCar, and more!

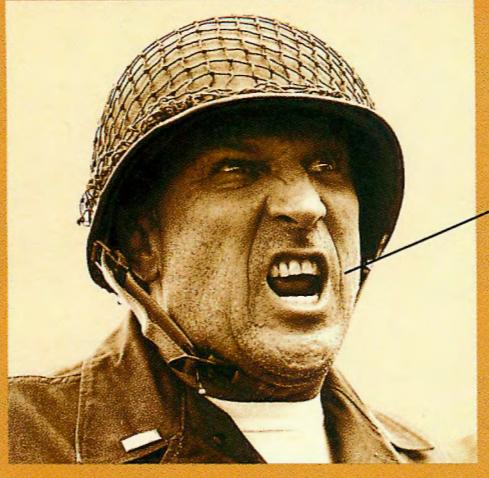
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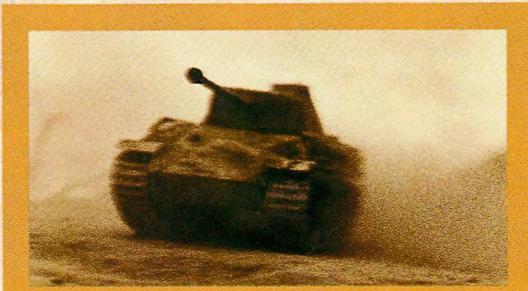


A N D E R S O N ,
I N E E D A V O L U N T E E R .

THAT TANK UP THE
ROAD? SOMEONE'S GOTTA
TAKE IT OUT.

I N E E D S O M E O N E I C A N
C O U N T O N . S O M E O N E W H O ' S
M A N E N O U G H T O R U N
T H R O U G H M A C H I N E G U N F I R E
T O G E T T H E J O B D O N E .

AND ANDERSON,
THERE COULD BE A MEDAL
IN IT FOR YA .



Anderson, Chuck. Sergeant. Leads 2nd Platoon's Recon team. Probably gotta wife back home. Damn good soldier. You give him an order and he figures out the best way to get the job done. So what's he doing cowering behind that bombed-out farmhouse?

Saying his own butt.

That's what you should expect if you order him to do something crazy. In



Americans vs. Germans:
Which side you gonna take?

men step off Omaha Beach and it don't let up 'til they've taken Saint-Lô. Troops, terrain, situations — if you want to get any more accurate, you'll have to shave your head.

Wanna go head to head with other military geniuses? All you need is a TCP/IP connection. And guts.

To experience Close Combat visit your nearest recruiter or head straight for the battlefield at <http://www.microsoft.com/games/kickbutt/>

Download the trial version and start your basic training today.

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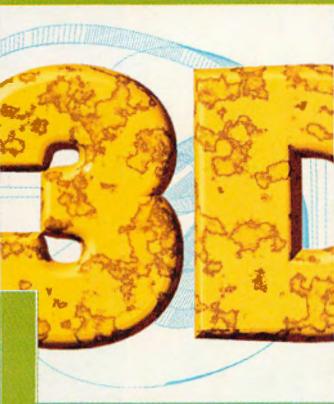


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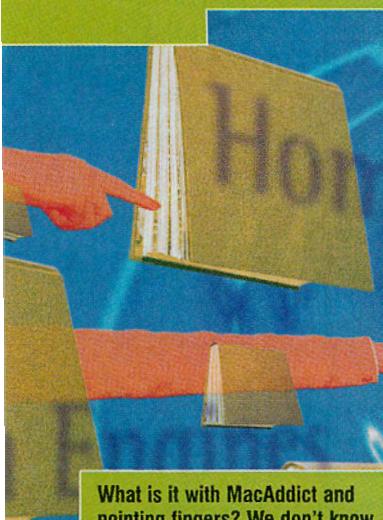




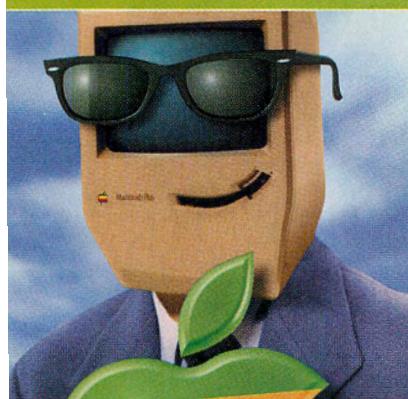
Dennis the Dog
explodes! Read all
about it!



No, it's not bad wallpaper,
it's just a wacky 3D texture.



What is it with MacAddict and
pointing fingers? We don't know
either. It just keeps happening.



So you think
that you're a
rad, bad
MacDaddy?
... We'll let
you know.

November 1996

MAC
ADDICT 3

highlights

36 5 Steps to 3D Animation

Make the dog on our front cover yourself. Or alternatively, follow these five steps plus our tips 'n' tricks to make your own original, talking, moving pet. **BY STEVEN AND RAF ANZOVIN**

44 3Dilemma

Here's everything you need to decide which 3D tool to use to bring your creations to life.
BY STEVEN AND RAF ANZOVIN

48 Us & Them

Who says Macs are more expensive than PCs? Not us. Here's more ammo for your Mac-defending arsenal. **BY DAVID REYNOLDS**

50 Every Trick in the Bookmark

Throughout your travels on the Web you've fastidiously bookmarked every site that piques your interest. And now, darn it, you have waaaay too many bookmarks. Here's how to get them under control. **BY ADAM C. ENGST**

how to

98 Create Web Graphics

You've dreamed, you've organized, you've waded through HTML. Now it's time to add some sparkling graphics to your Web site.

Plus

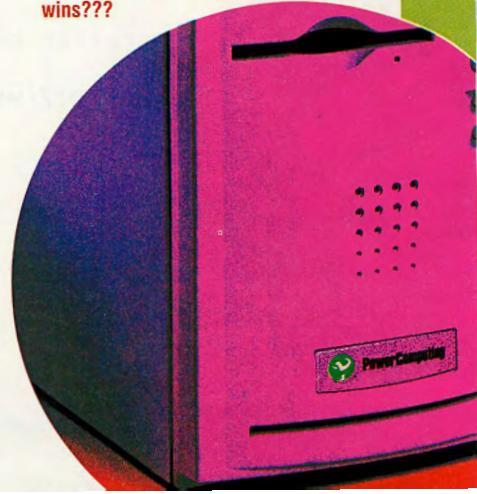
7 Win Mac Addict of the Year

Elbow your way through the crowd and come up a winner in this grand-slam contest. You'll win fame, glory, and 50 great prizes!

Zero in on the cost of a Mac versus a PC. Guess who wins???



Cover image produced by
14-year-old Raf Anzovin,
a MacAddict contributing
editor and 3D animator
extraordinaire.



Zoom! Roar! Crash!
Oops! Vroom! Back in
the game!



every month

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Future Newtons and e-mail etiquette.

8 Letters

Funny, silly, and totally out there. What's that? They're your letters to us.

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120 Shut Down

Scraps of humor that we couldn't resist publishing.

the disc

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Skeletons, bats, tombstones and eery music—and that's just the opening screen. Check out the tons of great demos, shareware, and System software on this month's jam-packed CD.



online

<http://www.macaddict.com>

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Ever-expanding, growing like the Blob's cyberspace cousin, the MacAddict Web site is evolving into something gargantuan and awe-inspiring. Your tips and tricks, rants and raves, questions and comments, hopes and dreams are all but fodder for its relentless expansion.

About EvangList

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Hey! Ho! Brad Leeser! How's it going? This issue
powered by soul, Aretha, lotsa olives and great
folks! Hey, is that your phone ringing?





Your personal memories.

No other computer in the world makes it this easy to create your own home movies. Avid Cinema software guides you step by step through the entire moviemaking process, from planning shots to editing video to publishing your finished movies.



Your personal education.

It comes with some of the most popular educational software already installed and runs hundreds of other educational programs that make learning more fun—to help kindergartners learn to read and write, high school kids prepare for college or grown-ups master a second language.

Your personal finances.

The Performa 6400 computer brings the point-and-click simplicity of a Macintosh to a wide range of software for managing your family finances—programs like Quicken that help you do your taxes, track your investments and balance your checkbook.

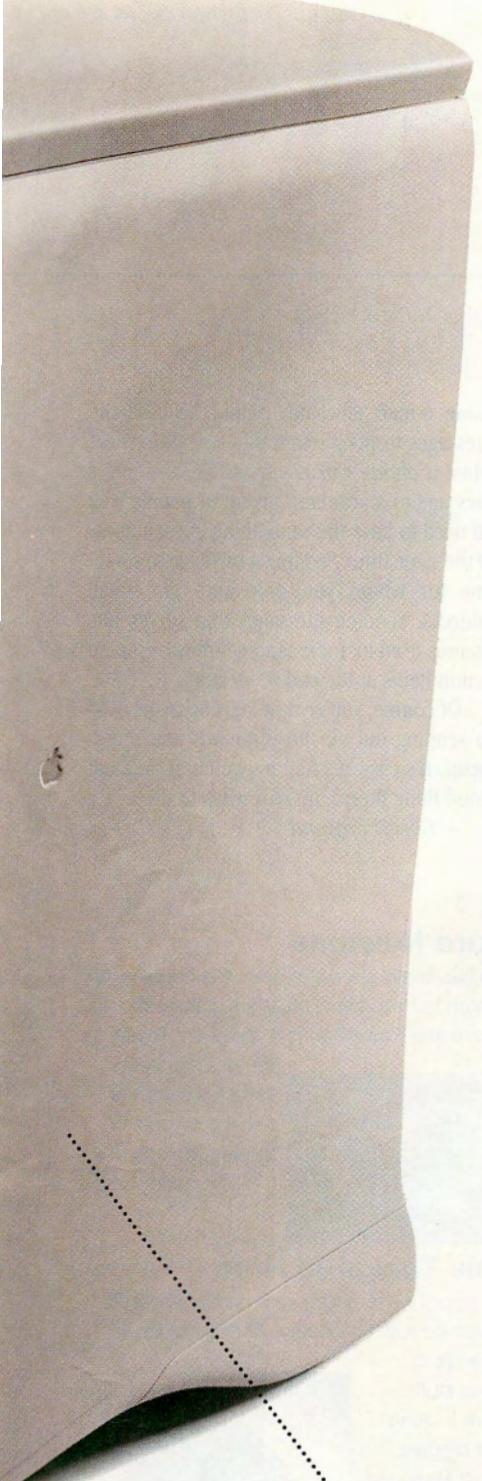


Your personal interests.

We've even made the Internet more personal by including your own Personalized Internet Launcher—a service from Apple that automatically searches the Internet and brings to your screen the newest and best web sites that interest you most.*



How much more personal c



Your personal computer.

No, that cozy-looking piece of hardware isn't a newfangled ottoman. But you'll be amazed at how comfortable it feels in your home. It's the new Performa 6400 tower—built around the PowerPC® 603e RISC chip running at 180 or 200 MHz with up to 2 gigabytes of hard drive space, and shown with the new Apple® Multiple Scan 15AV monitor and the Apple Color StyleWriter® 2500.[†]



Introducing the Macintosh Performa 6400.

Don't be too surprised by how familiar the Macintosh® Performa® 6400 feels when you bring it home.

After all, it *is* a Macintosh—still the only computer in the world designed from the very first chip to work the way people work.

And it *is* a Performa—designed with families in mind to be easy to set up, easy to learn and easy to use.

But now we've not only given it powerful new capabilities no other home computer has ever had before. We've also made the most personal computer of all more personal than ever.

Thousands of learning and business programs are available for Macintosh. And twenty-five popular titles come preinstalled with the Performa 6400. Like Grolier's Multimedia Encyclopedia, ClarisWorks 4.0 and Quicken SE.

Right out of the box, your kids can instantly find answers to their questions, complete with video, animation and sound. And you can start working with a spreadsheet, word processor, financial tools and more.

Every Performa model comes with Macintosh PC Exchange™, allowing you to read from and write to DOS disks. Add a program like SoftWindows™ or a PC compatibility card, and you can even bring work home from the office

and run your Windows applications at the touch of a key.

Of course, all work and no play makes Jack the world's dullest parent.

That's why the Performa 6400 comes with today's most advanced multimedia features. Including an 8x-speed CD-ROM drive for the smoothest game animation and 16-bit stereo sound for the clearest listening experience. And with the addition of Avid® Cinema software, creating your own home movies becomes unbelievably easy.

It also brings the Internet home with a 28.8 Kbps modem and all the software you need not only to get up and surfing on the Net*, but to easily create your own web page as well.

And although the life span of some computers may appear to extend just beyond that of the average goldfish, we've loaded the Performa 6400 with ample power and plenty of expansion options so you and your family will enjoy it for years to come.

It's everything a family computer should be. For the name of the Apple reseller near you, and for information on special holiday promotions, call 800-446-3000, extension 100. Or visit us on the Internet at www.apple.com/

And bring home the most personal computer of all. Macintosh.



Your personal growth.
There's more than enough power for today's applications and plenty of expansion options that make it easy to add functionality no matter what you want to do—now, and down the road. When your family grows, your Performa grows with you.



an a personal computer get?



editor's note

editor

England's e-mail etiquette suggests that you do more with less.

So, I'm sitting in our offices, minding my own business, trying not to annoy everyone else on the team with some more last-minute changes. (Yeah, right). And I get a phone call. "Did you get that new screenshot that I sent?" I check. Nope, of course not. It went into that void that eats up every hundredth message or so, never to be seen again. But this time I'm really annoyed. After all, the author has sent this screen shot three times and I'll be darned if I'm going to resort to America Online when our Internet connection should work just fine. This is becoming a matter of pride.

After finally tracking down our networking expert, begging, pleading, bribing, and finally blackmailing him, installing and configuring Eudora (at last!), rerouting QuickMail messages, and other various setup tasks, I finally have e-mail that works. And about 500 messages that never got through. Now 500 may not seem like a lot, but just try to face that many messages in a scrolling list with all those little black dots indicating that they haven't been read, dealt with, deleted, or replied to. Nightmare central.

Dutifully, I set out to actually clean up these messages. Some I can just delete unread. But many of them have cryptic subject lines or I don't recognize the sender's name. So I read them all. And you know what? Out of all that mail, there were only one or two important items. You know, the things that cause you to slap your head and say, well, say something I can't say here.

But what amazed me even more than just how many non-earth-shattering messages I get every day, was how, if I didn't respond to



the first message, people would send me a second one: "Why haven't you answered me?" or, get this, "Didn't you get my first message?" Uh, no. Nor did I get your second message.

Granted, these folks may have thought the message went through just fine if, for example, they didn't get a message saying that the e-mail was undeliverable. But still, they could have tried to communicate with me in another way. For the most part, they have my phone number. They have MacAddict's address. They have our fax number. They know where our Web site is.

Now, I'm not advocating that everyone start sending an e-mail and then follow up with a phone call or a letter.

Nor am I saying that every e-mail gets a response and that people should expect one immediately. But to get angry at someone or to assume that they are blowing you off when you haven't had a real live conversation with them is, well, absurd.

Okay, so what's the point here? Try this. Just try living without e-mail for a day or two of your normal life. At first you'll most likely undergo withdrawal symptoms. How long since I last checked it? Wonder if anything cool has come in over the transom? Anything important? Does somebody need me? Oh geez, I just have to tell Mom about that great new Web site I found—how can I do that without e-mail?

But then something kind of pleasant happens. After a couple of days, you realize that you have more time. You realize that anyone who really needs something from you will get in touch with you somehow. You don't spend hours organizing, filing and answering mail. You start

using e-mail efficiently again. Sending out messages to people in a different time zone, when a phone call is impossible. Sending a message to a scattered group of people who all need to hear the same thing the same way at the same time. Sending a message to someone for whom you only have an e-mail address. Sending messages that serve like memos used to, for example, following up on action items at the end of meeting.

Of course, you're now starting to get used to sending out all those memos and things again. It's easy, it's fun, it's quick, it's e-mail! Good thing there's no real work to do.

—Cheryl England

Future Newtons

Apple has finally started to open the doors of its Research Labs to show off some of the prototype Newtons and PowerBooks it designed. These

are designs that were rejected. We'll show you more of these goodies in the next issue.



Some Things To Note

Once again, we're giving you more chances to get involved with MacAddict. Check out these three ways to send us stuff:

- We're looking for the biggest, baddest Machead we can find.

Are you the Mac

Addict of the Year? Could you walk off with 50 great prizes? Just glance across the page for more information.



- Identify the hoojitz (an official term) and win 8MB of RAM (enough extra that you ought to be able to use The Disc's full interface). See page 27.
- Tell us who you are, but in that formal sort of way.

Our reader survey runs on page 87.

Photos by Aaron Lauer

I'll be darned if I'm going to resort to America Online when our Internet connection should work just fine.

Goodies on the Horizon or just figment Newtons?

NOMINATE YOURSELF, OR SOMEONE YOU KNOW, FOR... Mac Addict of the Year

Check
Web s
update
the fabu
prizes w
offering!

Are you a Mac fanatic? Do friends remark that your house looks more like a Macintosh museum, (perhaps it's the Lisa lamp in the living room) than a home? If so, do you charge them admission? Do you use your Mac for every activity short of heating up dinner? (Have you recently posted to Guy Kawasaki's Evangelist requesting a Mac application so that you can?) Do you write your holiday cards in AppleScript? When cut, do you bleed in six colors?

If so, you could be the world's first ever Mac Addict of the Year. All you have to do to win is let us know why you deserve the honor more than the MacHead next door. We'll take short stories, long paragraphs, heartfelt letters, insanely great projects, movies, pictures, bribes (just kidding), dioramas, poems, amusing e-mail—whatever you think will convince us that you're the one. Remember, creativity and specifics about how you use your Mac, how long you've used a Mac, and so on score high on our scale. Pathetic pleas, such as "because I love the Mac," won't get you too far. Besides, who doesn't love the Mac? Duh.

There's no entry form to fill out, but to prove that you're also a MacAddict fanatic we're asking that with every freakin' awesome entry you send in, you spot the three instances in the magazine where we mention the word "elbow" (not counting this one). Give us the correct page numbers and we'll give you a chance to win.

The winner will be interviewed, photographed, and featured in a future issue. In addition to the instant fame and prestige you'll earn just from appearing in our pages, (Hey, aren't you the Mac Addict of the Year?!) winners will also receive a range of 50 fabulous prizes as well as the framed image on the right. Send your entries electronically care of MacAddict@macaddict.com or let your local postal worker do the work and mail them to: MacAddict, 150 North Hill Drive, Brisbane, CA 94005. All entries must be received by November 5, 1996 to be considered. Sense of humor required. —Nikki Echler



Photo by Aaron Lauer / Illustration by Tom White



letters

So many letters our eyeballs are sore. Our elbows, too.

This Month

Reading the mail is now among our favorite things to do. We love your stories, your comments, your jokes. We only wish we had more space to run all of the wonderful responses. Write to us at: MacDudes, MacAddict, 150 North Hill Drive, Brisbane, CA 94005, or send e-mail to letters@macaddict.com. For CD-ROM or subscription queries, please call our customer service department at 415-468-4869.



GET ON, GET ACTIVE. Talk to us and talk to other Mac addicts on the Web site.

You'll Do Anything

If I send you guys some macadamia nuts can I get a free subscription? Lotsa Aloha.

—DANNY RAMONES

Who do I have to get to for better odds at winning your contest? Anyone in Boulder need a tuneup for their snow mobile? —TONY COOLIN

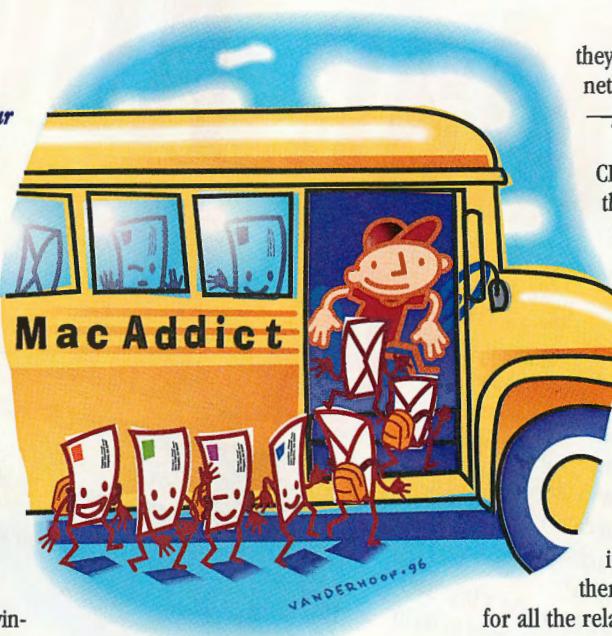
I will write a quarterly, possibly bimonthly, even a monthly, and if you really want, a weekly (I won't do daily, I don't want DOA

RECENTLY SIGHTED



You can't imagine . . .

You can't imagine the effect that MacAddict has had on my computer. I've changed my desktop pattern to a full-screen, single-color turquoise. I've changed the text highlight color to green, the clock's color and the trash's to purple. I've adequately colored every icon on my desktop. I even leave your first CD inside the drive all the time, so I get that cool green icon. My Mac looks totally different now, thanks to you. It has the MacAddict look! Oh, and I almost forgot, there is also a whole lot of new software installed. —ERNESTO RUIZ GARCIA
GOT A MAC SIGHTING? SEND IT TO US!



articles) for a FREE subscription to your magazine! —ERIK KLOVON

I am hereby throwing myself at your feet, begging for mercy and providence. Please correct your oversight; grace my snail-box with just one copy of MacAddict. I promise to promptly and devoutly subscribe from now until such time as I am tied to a chair by the forces of the future ruler of the known universe and forced to use a computer that can't recognize a newly inserted disk on its own. —MATTHEW DAHLQUIST

Throw in some more MIDI software reviews now and then, and I'll just roll over and pant. —DOUG COOLEY

We'll Do Anything

If you publish part of my e-mail, I'll subscribe for two years. If you think I write like an IBM geek then put me down for a year. —CHRIS SEELEY

No, no, we don't think you write like an IBM geek. No, not at all.

Good Ideas

P.S. Put a note in your letters section asking e-mail writers to include the city and state

they are writing from. The internet is already too anonymous.

—JOSH KOTH, OMAHA, NE

CDs are now the junk mail of the nineties (I use the AOL ones to serve Ritz© crackers and that cheese-in-a-can stuff at parties).

—MICHAEL F. FELDMANN

Can't there be some simple way of labeling applications and the stuff that comes with them so that if I want get rid of an application debris is not left in the System Folder? Can't there be a way of doing a "find" for all the related stuff that was installed on the same day? I'd like to see a comment that's actually useful to a non-programmer like: "This extension was added with FILEMAKER 2.1 on 4/7/94. A later version of this was added with FILEMAKER 3.0 on 3/5/96. You don't need this if you are using the later version FILEMAKER 3.0." I would even settle for a new View in the Finder of Date Installed. —SHERRY KONDOR

Wouldn't it make sense for every Mac to be shipped with documentation that explains all the error codes? —RON YOUNG

NAMES WITHHELD

I convinced my Mom that she needed a new Power Mac 7500 to run Word and Excel, so I have a great system to fiddle with when she's not pounding out test reports! —BRIAN
Good for you, Brian!

Everything about macs sucks. You name it, it sucks. Bet you won't put this in your crumby magazine!! If you do put my address in there: [xxx]

Probably better if we didn't...

Darn Furballs

I even sent in a thingie for a subscription099999 (<—my cat). —MATT PATTERSON

Until now, the on-ramps to the Internet have been under construction.



Introducing the Apple Internet Connection Kit.

Getting hooked up to the Internet can be a messy process. That is unless you've got exactly the right tools. Presenting the Apple® Internet Connection Kit. It's everything you need to get on and get around the Internet quickly, easily and with a minimum of frustration. Here's what you receive: Netscape Navigator™, Claris Emailer™ Lite, Progressive Networks RealAudio, NewsWatcher, Fetch, the Apple Internet Dialer, Quicktime® VR Player and more. Plus, if you come across anything you don't understand, Apple Guide on-line help is there to assist you right away.

Just think, 30 minutes after opening the box, you could be participating in discussion groups, E-mailing Aunt Helga in Denmark, visiting the Louvre, the Library of Congress or maybe even the local chicken joint. (Seems like everybody's got a Web site nowadays.) Visit your Apple reseller, or order direct by calling **1-800-950-5382 ext. 784**. And when you do get on the Net, check out our Web site at <http://www.apple.com>.

Apple. The power to be your best.

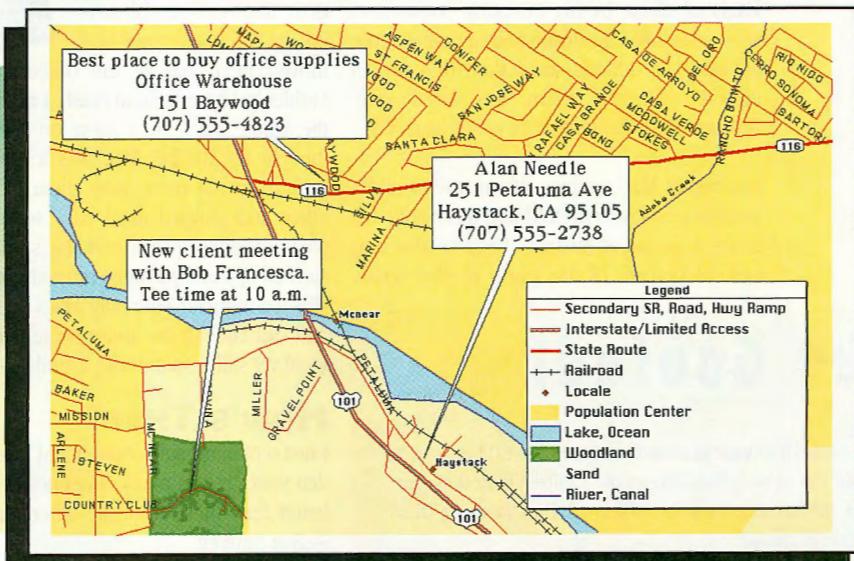


Find A. Needle in Haystack, CA...



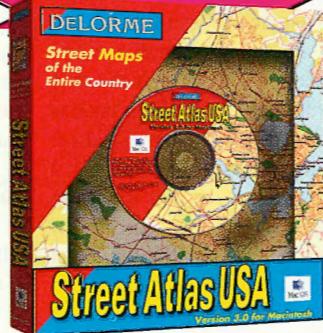
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in the USA!*



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**NEW FOR
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I have to use a PC at work, but keep my PowerBook nearby for relief. And then I get to go home to my nice 17-inch Apple monitor to play with my Power Mac 7600 instead of a nasty 486 or whatever that thing is at work.

—BRIAN R. FITZGERALD

As long as there Mac addicts in the world, Apple will continue to thrive and prosper and the cult of Bill Gates will never amount to anything more than a very large cowpie.

—JAMES WORSTER

I have refused to be assimilated by the Microsoft Borg even though I am forced to use a Pentium Pro at my day job. I hate the thing and have a Power Mac 7500 at home that blows the doors off it! I am subject to all kinds of abuse by my PC-using co-workers who have been brainwashed somehow into believing the Mac is some kind of a toy. Of course none of them has tried one.

—LARRY ROSE, NO SURRENDER IN SOUTHERN CA!

At a recent Mac seminar, the instructor told a story of a relative who told him that Apple was going to go out of business because they only had 12 percent of the world market share.

We Goofed!

On page 20 of your premiere issue, in the article *Tape is Dead* you refer to the DVD as the Digital Video Disc. In fact, the correct name for DVD is "Digital Versatile Disc".

—Eric Barnhart

For a long time, the V in DVD stood for "video"—or at least some of the companies promoting the standard claimed that was so. More recently the V has been changed to mean Versatile (officially) although many people (unofficially) still use the word video.

In From Newbie to Guru (Oct. '96, p. 32) the steps in the Quick-n-Dirty Troubleshooting Guide are in the wrong order. The steps should be in this order: check your SCSI set up, scan your hard drive, and rebuild your desktop. If you have corruption on your hard drive and try to rebuild the desktop first, you'll compound the problem. Thanks to Adam Haleem, a Mac consultant in the Boston area (ADH Designs) for spotting the error.

You must use Pentium processors to do your multiplication (Oct. '96, "Did You Know," p. 32). 700 floppy disks at .125" each is 7.3', not "90 feet tall." Likewise, putting them together along the 3.5" dimension would yield a string of disks about 204' long. However, you may have come closer on the patio scenario given that it would end up being 6.6 sq. yds! I wouldn't have bothered to check this except I have 700 floppies, store them in a pull out drawer and realized they took up about 7 feet of space in the drawer. Happy Math. —W. S. COOK

He replied that BMW had only one percent of the world market share, did that mean they were going out of business? —KAREN J. FARNHAM

DARN

I can't think of any way to say thank you better than with thanks. (Well, I could do something really big like buy you all Dodge Vipers custom-painted with a huge Apple logo on the hood, but I don't really have the money). —CHRIS DOORLEY

A HAPPY DISPOSITION

Recently, I was moving offices. The movers stacked my 20" monitor, my Power Mac, my Wacom tablet, my SyQuest drive and my external drive on my computer stand and moved them out of the office.

Suddenly, I heard a loud crash. I ran to find the whole stack in a mess on the floor. I thought my darling Mac was a gonner. We picked up the parts, took them to the new office and plugged them back together. The pleasant "pling" played and Mac's smiling face showed up and everything ran without a glitch. Was it a miracle? Not really. Macs are STURDY and can take all the abuse some people give them yet still respond with a smile. —CYRIL

How's THAT?

I just sent in my subscription and I discovered that your "return mail" envelopes taste much better than those from the other Mac mags.

—SAM SHARBER

PAPERCLIPS & GM

In the second issue, I liked David Reynolds' "7 Paths" article (Oct. '96, p. 28) and have one more parting thought for Path Number 7. I, too, have had two sad Macs in my life: one was a zapped motherboard due to a power surge; the other was a simple problem I had to pay the repair man at Apple to solve in two seconds. It seems that some CDs if left in the drive at Shut Down will keep the Mac from booting and give you the sad Mac. Someone had left one of those bargain CDs in my drive and I didn't know it. Was my face red! It goes to prove that the best Mac tool is a paperclip. (By the way, you can also use a paper clip to get the trouble codes to read out on your GM car. GM charges you \$50. The Apple guys only charged me \$37.50). —JIM HAMM

WHAT BUGS YOU

I'm all set to send in my subscription card for MacAddict. However, I do have a phobia about roaches, so if you are going to feature them in your magazine on a regular basis as an icon

for bugs let me know and I'll find another route for my Mac news. —SAINT MARY 4 EAST
Okay, we promise we won't always use roaches. How do you feel about earwigs?

On page 21 of your October issue, you display a small picture and article about Power Computing and their 225MHz PowerTower Pro promotion. As instructed, I paid

a visit to PCC's Web site, and searched all over, but was unable to locate this particular graphic (which I wanted to turn into a Windows .BMP file and place as wallpaper on the [shudder!] Windows PC I use at work). Understanding how things change on the Worldwide Web, I can believe that PCC no longer offers this graphic for download. Sigh.

But how about including a folder full of ppats, PICTs, and StartUpScreens on a future CD? There are a number of terrific shareware utilities available, such as Decor, StartUp Frills, and DeskPicture that enable one to go a step further in personalizing their Macs. And in this day and age of interconnected computers, I still believe in the "personal" aspect of personal computing. —FRED PUHAN

Power Computing, alas, had to remove the promotional piece from the Web since the owners of the Sluggo trademark are suing them. We did include DeskPicture on Disc #2 and will include even more customization utilities on future discs.

SIGN OFF

For some reason I don't feel strange or crazy writing to you. Personally, I guess, I usually assume that people that write letters to magazines are nuts. —ALEX MALY

Alex, we hate to break it to you like this, but people who write to magazines are indeed nuts...

SIGN OFF

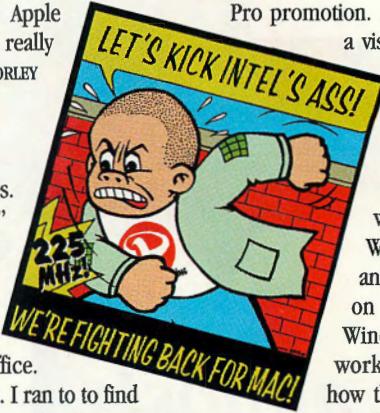
If I had a dime for every original idea Bill Gates had—why I'd have nothing!

—CHRISTOPHER MEINCK

Ever notice how fast Windows runs? Neither did I. —KURT STRASSER

Eat your garlic. —MARIA FOLSOM

eMagicy sent from a Newton MessagePad 130... cool huh? —JOHN B. STRICKLAND



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the disc

This month's killer CD is stuffed with way over 600MB of spooky software!

This month we've cleaned up a lot of the mess. You'll find widgets to control the music (and turn it completely off). There are also a few tricks and treats for Halloween. As usual, The Disc is packed with shareware, demos, tutorials, and plenty of

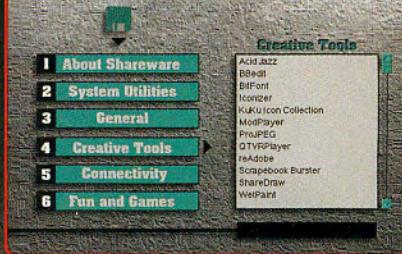
amusing surprises for you to discover. Don't be afraid to click everywhere—you won't break the CD-ROM and you'll find lots of extra goodies. Read on to find out more about this month's highlights and how to use The Disc. —Kathy Tafel



DEMONS

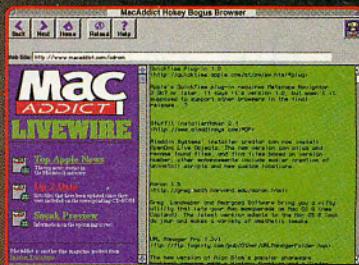
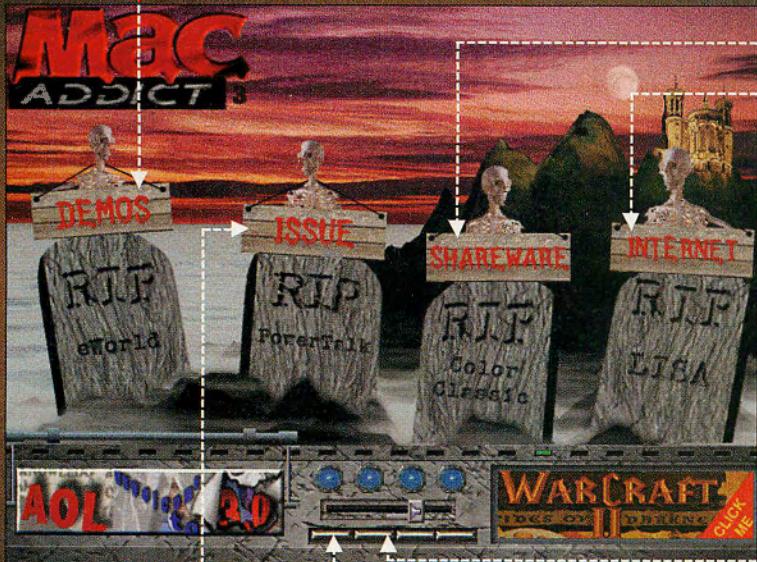
Move the cursor over the hands to open them. When you see something of interest, click on it to catch a demo. Click on the CD-ROM in the center for even more great demos.

RESOURCES



RESOURCES

In here you'll find tons of helpful software. Open a folder and you'll get a list of files. Click on one and you'll see its description. You can then install the file or return to the list.



LIVE WIRE

We've set up a special area on our Web site that is accessible only from The Disc. You'll get news, software updates, and more. Over time, we'll add even more interaction.



INDEX

The index has buttons which transport you anywhere on The Disc.



THIS ISSUE
Here's where you'll find all the software, demos, and tutorials related to articles in the magazine. When you see The Disc icon in the magazine, you'll know it's pointing here.



HELP ME!
Click on any help button to find out what to do.

Getting Started

- When you first pop in The Disc, you'll see this window.
- If you are running System 7.5.3, you don't need anything in the "Stuff you might need" folder to run The Disc. If you aren't running System 7.5.3, then you may need some of the files in this folder.
- If you have an older 680x0-based Mac, click on "Start Here (68K). If you have a newer PowerPC-based Mac click "Start Here (PPC)."
- If you don't have enough System memory to launch The Disc you can still access and install all of the included software and demos. Just go to the Desktop, open the folders and browse through them.
- Clicking on the big hand won't cause anything to open, but you can move pieces of the hand around, in essence creating your own jigsaw puzzle. Just close the window and the hand returns to normal.



Requirements

- To access all of The Disc's features, you'll need 12MB of real RAM if you're running System 7.1 or earlier; 16MB of real RAM if you're running System 7.5 or later.
- If you don't have enough RAM, you can still access all of the software, demos, and tutorials on The Disc from the main folder.
- You need a 13" monitor that has a resolution of 640 x 480 and 256 colors.

Our Disc Sponsors

To find immediate information from our sponsors, go to the Index (Option-click on any help screen). Or you can wait until you see a message from them in the lower-right-hand corner of the main screen. Clicking on the message causes a TV screen to slide down from the top of the page, showcasing more information. Sponsors can also be accessed from the main window in the Finder.

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1-888-4Brainstorm

<http://www.brainstormfun.com>

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chess tactics that will make you a champ at home.

Changeling—Amber

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<http://www.changeling.com>

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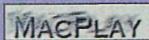
TotalAccess is Earthlink's complete software and Internet connection package. It includes Netscape Navigator, an award-winning Internet access software, and everything needed to register for complete Internet access in less than five minutes. After the \$25 set-up fee, unlimited access is provided for \$19.95 per month. Round-the-clock tech support is provided via an 800 number.

Europa Software—WebQuick

<http://www.europasoftware.com>

AMBER Journeys Beyond

Frustrated by Bookmarks? Web Quick™ tracks every page you visit, and automatically organizes them by Site. It lets you create custom Topics—and keeps them all at your fingertips with handy pop-up menus. Web Quick even converts existing Bookmarks. No wonder MacWEEK calls it "the first Web utility that is essential!"



MacPlay

800-4MACPLAY

<http://www.macplay.com>

Virtual Pool

Now available for the Mac, Virtual Pool has all the angles and all the shots of the real game, and then some! Take a lesson from a pro, learn trick shots or take an historic multimedia tour of the sport.

Descent II

Blast your way past enemy robots with powerful new tools, leaving their flaming hulks in your exhaust. Your ultimate goal: to exterminate the alien robot stronghold from the enemy Base and claim total control. It's all-new levels of outrageous destruction!



Microsoft—Close Combat

<http://www.microsoft.com/games/kickbutt>

Take command of men who act like real soldiers. Experience the heat of battle with continuous real-time action. Test your leadership in historically accurate battle situations. Go head-to-head with other desktop commanders in multi-player mode.

Who ya gonna call?

What! You need help? Well, if your super-phat Disc is mangled, warped, broken, or otherwise disturbed, you can get a replacement from IMAGINE's customer service. We've set up a special page on our Web site where you can order one <http://www.macaddict.com/info/service.html>, or you can call them directly at 415-468-4869. If you can't install anything, or get disc errors do the same.

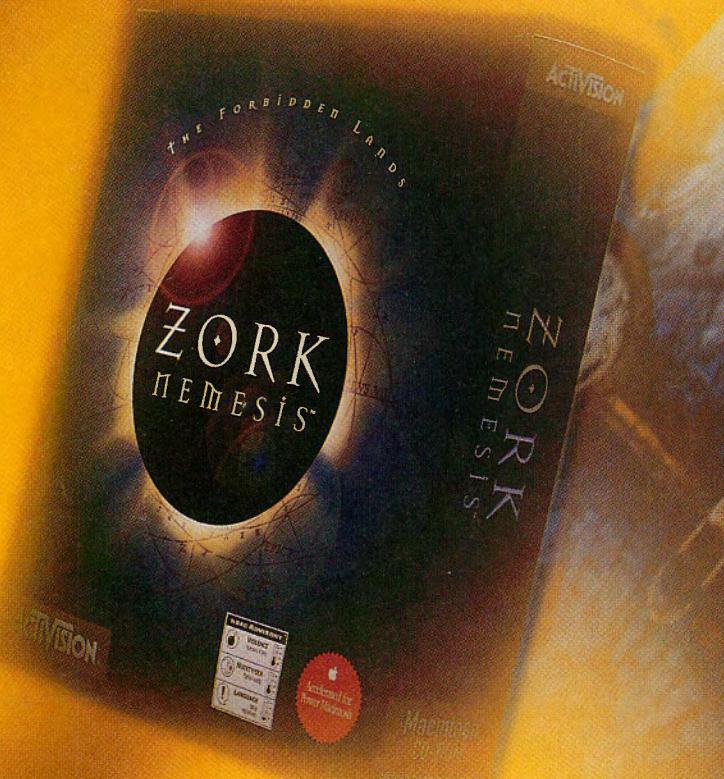
If you have another problem with The Disc, please stop by <http://www.macaddict.com/cdrom> before you send us e-mail. If there isn't a solution there, then please let us know about it at cdrom@macaddict.com.

If you're having problems with System software, we recommend calling the good folks at 800-SOS-APPL. They'll be more than happy to help you. And if you are having trouble with one of the programs on our disk, please be sure to read the accompanying Read Me for contact info.

the disc

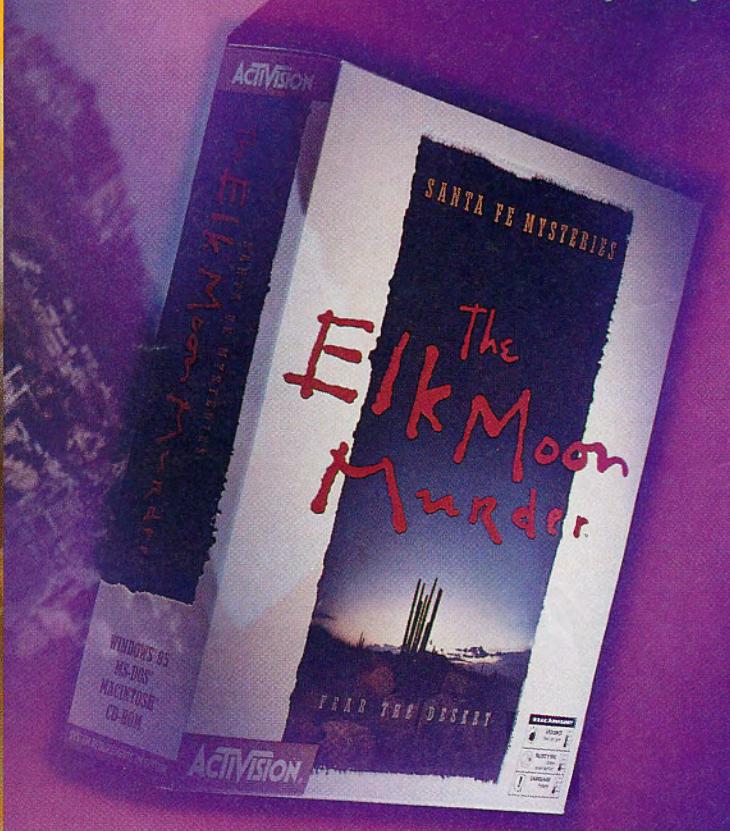
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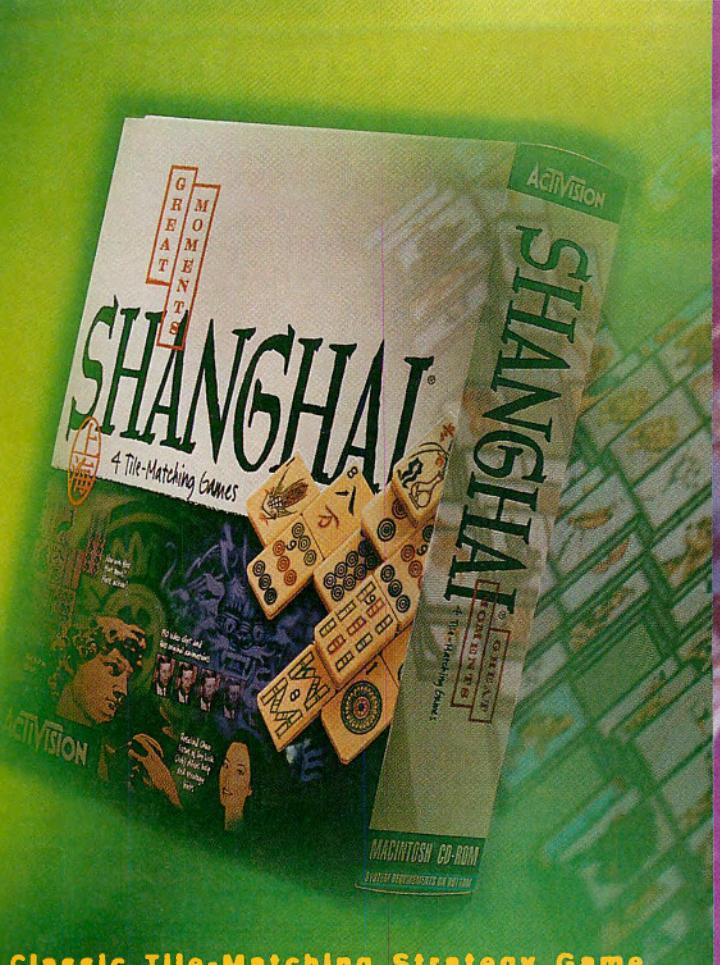
Stunning All-New Zork Adventure



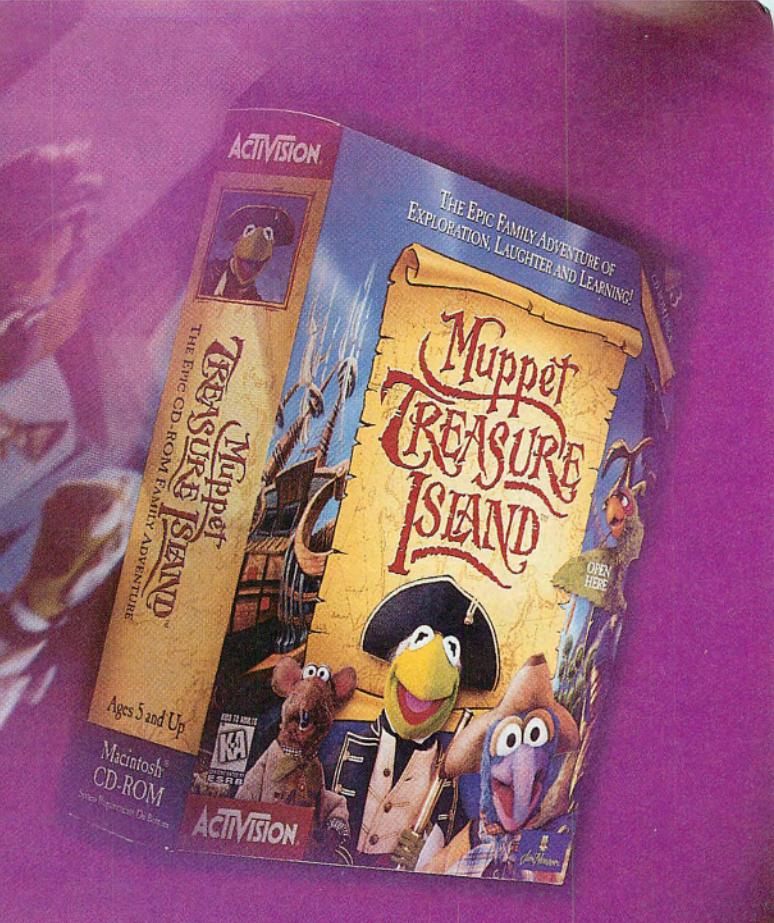
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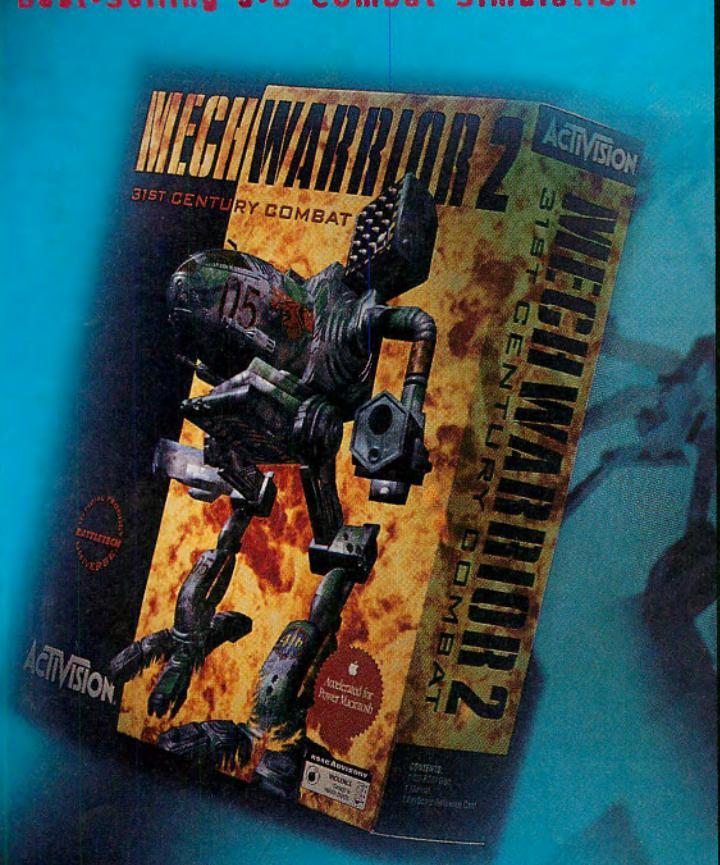


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(so we made six)

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Not everyone can listen to the CD at full blast (especially if you're using your library's Mac to access it!); so we've added controls for turning the music off. Several of you have also requested that we fix the CD so that it doesn't turn up your Mac's volume control and leave it there when you quit out of the CD. That's a sticky technical issue that we are working to resolve—look for an update soon.

To navigate through The Disc easily, use this control strip which is located on every screen. Here's how it works:

1. Use the thumb on the left to toggle the strip open and shut.
2. Back takes you to the previous screen.
3. Menu takes you to the Main (first) screen.
4. "i" takes you to the index.
5. "Q" quits the CD.
6. The speaker slider controls volume.

Win! Win! Win!

This copy of Claris Home Page: a hot new HTML editor.

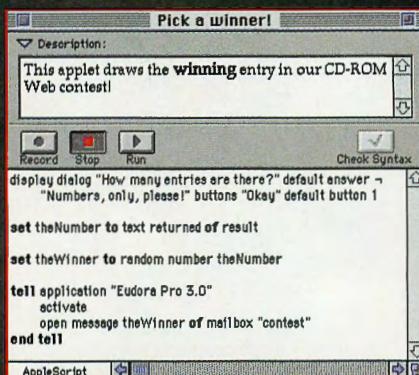
Hot on the heels of last month's **KILLER** contest, we bring you another opportunity to win great stuff. (At press time, the contest for the copy of Fractal Design Expression was still open—we'll announce the winner next month.) We're telling you about the contest in print, but you'll have to use both the CD-ROM and the Web site to win. First, you'll need to find a **KILLER** hotspot on the main screen of The Disc. Click around—you'll soon find a screen that looks sort of like a telephone keypad. After you enter the **KILLER** code on the CD-ROM, your Mac will cough up another code to enter on the MacAddict Web site. By filling out a form on the Web site, you'll be entered into our drawing to win a copy of this **KILLER** software.

And the winner is....

Look for a photo essay from our winner on The Web site.

Out of more than 1300 entries, Chris Santillo, a math major at Bates College in Maine, won the Epson PhotoPC from our first issue's contest. Chris is the Apple Rep on his campus, and helps people when the help desk is flooded. Bates is a mostly Mac college with about 1,600 students. Chris will use his PhotoPC as a tool for good—he's offered to

use this AppleScript to randomly pick the winner.



let the college use it if they need to (Chris, you already won, no need to suck up!). Chris has promised us a photo essay for the MacAddict Web site. Check him out at <http://www.macaddict.com/issues/contest.html>.

Some of you may wonder how we can pick a random winner from electronic entries. Well, our digital hat is a Eudora mailbox into which entries from the contest page are filtered (so they don't interfere with Kathy Tafel's perusal of MacWay and Semper.fi digests). Then, we

Demos

Demos give you a taste of the products you've read about. Run them from either the Disc's front-end or from the Finder directly (unless otherwise noted). Some demos are self-running videos, while others allow you to actually use the product. Those that let you use the product are generally "crippled" in some way. For example, you won't be able to access all of the program's functions, or they will remind you to pay the fee.

1. Abuse

Abuse is a side-scrolling, action-packed game in which you must destroy everything and escape the mutant-infested world



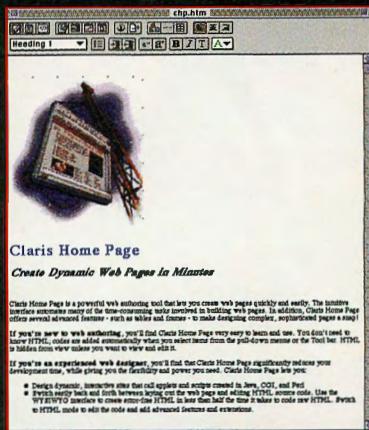
before time runs out. Can you walk and chew gum at the same time? You'll need to run with your keyboard and aim

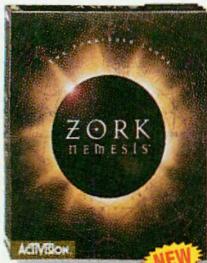
and shoot with your mouse. Finally, a game for the Mac that makes up for all those years of watching our Nintendo- and Sega-owning buddies commit digital mayhem.

Note: You must install Abuse on your hard drive for it to

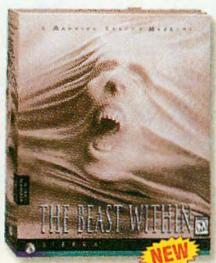
Name That Tune

Want to know who created the tracks on this month's CD? Just hold down the "Option" key and click on the blinking light of your music choice. Want to put your name there? We're looking for a few good tunes. Send your soundtrack creation to MacAddict; ATTN: Music Mavens, 150 North Hill Drive, Brisbane, CA 94005. We'll even return your media cartridges! Soundtracks must be original material with no copyright violations. Be sure to include contact information in your package.

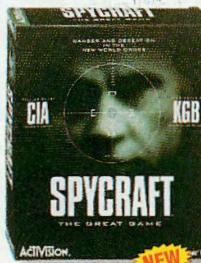




Zork Nemesis
Adventure 5065602
DOS 486/66 or MAC 68040, 8mb, M



**Gabriel Knight:
The Beast Within**
Adventure 5060405
WIN3.1 486/33 or MAC 68040, 8mb, M



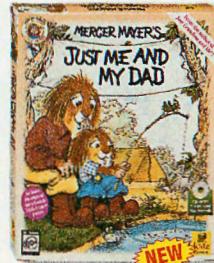
**Spycraft:
The Great Game**
Adventure 5063201
DOS 486/66 or MAC 68030, 8mb, M



The Oregon Trail II
Children's Ed. 5078308
WIN3.1 486, 4mb or MAC 68030, 5mb, M



Mechwarrior 2
Arcade Style 5043609
DOS 486/66 or MAC 68040, 8mb, M



Just Me And My Dad
Children's Ed. 5067400
WIN3.1 486 or MAC LCIII, 4mb, M

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Hexen Arcade Style 5056403 DOS 486/33 or MAC 68040, 8mb, M	Adam: The Inside Story Medical Ref. 5059605 WIN3.1 386/4mb or MAC LCII, 8mb, M	Are You Afraid Of The Dark? Children's Ent. 5072905 DOS 386/33 or MAC LC, 4mb, M
1001 Really Cool Web Sites Internet Guide 5053004 WIN3.1 386 or MAC Classic, 4mb, M	Doom II Arcade Style 5021506 DOS 386/33 or MAC LCII, 4mb, M, J, K	How Your Body Works Medical Ref. 5044201 WIN3.1 486 or MAC LCIII, 8mb, M
Police Quest: Open Season Adventure 5002803 DOS 386, 4mb, M, J, K or MAC LC, 8mb, M	The Lost Mind Of Dr. Brain Children's Ed. 5037502 WIN3.1 486 or MAC LCIII, 4mb, M	The Family Doctor Medical Ref. 5055207 WIN3.1 486/33 or MAC LCIII, 4mb, M
Trophy Bass Fishing Adventure 5054101 WIN3.1 486/66 or MAC LCIII, 8mb, M	Beer Hunter Gen. Interest 5040803 WIN3.1 486 or MAC LCIII, 4mb, M	Stars Of The Louvre Artist Coll. 5067608 WIN3.1 386, 8mb or MAC LC, 4mb, M
King's Quest VII: The Princeless Bride Adventure 5024401 WIN3.1 386/33 or MAC LCIII, 4mb, M	Flight Unlimited Flight Sim. 5070800 DOS 486/66 or MAC PMAC/66, 8mb, M, J, K	Jumpstart First Grade Children's Ed. 5045901 WIN3.1 486 or MAC LCIII, 4mb, M
Corel Gallery Clip Art Library 5010301 WIN3.1 386, 4mb or MAC LCIII, 2mb, M	Outpost Strategy Game 5007703 WIN3.1 386, 4mb or MAC LCIII, 8mb, M, K	Berlitz Live Spanish Language Tut. 5043401 WIN3.1 386 or MAC Classic, 4mb, M
Trivial Pursuit Strategy Game 5027404 WIN3.1 386 or MAC LCIII, 4mb, M	The Daedalus Encounter Adventure 5034707 WIN3.1 486/33 or MAC LCIII, 8mb, M	Mixed Up Mother Goose Deluxe Children's Ed. 5042304 WIN3.1 386 or MAC LCIII, 8mb, M
7th Guest Interact. Game 5004700 DOS 386/33 or MAC LCIII, 4mb, M	Official Guide To Netscape Navigator Computer Tutor. 5061908 WIN3.1 486, 4mb or MAC LCII, 8mb, M	Nick Jr. Math Children's Ed. 5072707 WIN3.1 486/33 or MAC 68030, 8mb, M, K
Casper Brainy Book Children's Ed. 5048905 WIN3.1 486, 4mb or MAC LCIII, 8mb, M For ages 4-8	And More Calendars Home/Personal 5049507 WIN3.1 386 or MAC LCII, 4mb, M, P, K	Life's Greatest Mysteries General Ref. 5060504 WIN3.1 386/33 or MAC LCII, 8mb, M
Mastercool Deluxe Home/Personal 5052709 WIN3.1 386/25 or MAC II, 4mb, M	The Incredible Machine 3 Strategy Game 5043302 WIN3.1 386 or MAC LCII, 4mb, M	Locus Arcade Style 5055702 WIN3.1 486/66 or MAC LCIII, 8mb, M
Jumpstart Kindergarten Children's Ed. 5027701 WIN3.1 386, 1mb or MAC LCIII, 4mb, M For ages 4-6	Sports Illustrated Multimedia Almanac Sports 5036504 WIN3.1 386/25 or MACII, 4mb, M	Ice & Fire Arcade Style 5055801 WIN3.1 486/66 or MAC LCIII, 8mb, M
Angel Devoid Adventure 5065404 DOS 486/66 or MAC LCII, 8mb, M	The Pagemaster Adventure 5027008 WIN3.1 486 or MAC LCIII, 4mb, M	Roger Wilco: Space Quest 6 Adventure 5058201 WIN3.1 486 or MAC LCII, 4mb, M
How To Select CD-ROMs For Your System. Each selection includes the following important information: minimum system required, minimum CPU required, minimum amount of RAM required, and required peripherals (M=mouse, J=joystick, K=keyboard, P=printer).		
For all titles, the minimum system requirements recommended (unless otherwise indicated) are: Hardware: SVGA monitor (256 colors), sound card, 40mb hard drive, double speed CD-ROM drive. Operating System: DOS 5.0, Windows 3.1, Macintosh System 7.0.		

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Important! Did you remember to choose PC or Mac? Will your selections run on your system?

Note: Columbia House reserves the right to request additional information, to limit membership or reject any application, or to cancel any membership. Offer limited to residents of the contiguous United States. Residents of Alaska, Hawaii, Puerto Rico, U.S. territories, APO and FPO addresses please write for separate offer. Applicable sales tax added to all orders.

F96-CDR-11MC **100** ©1996, The Columbia House Company

**COLUMBIA
HOUSE**
CD-ROM DIRECT

work. Otherwise, it will try to create a preferences file on the CD-ROM drive, which it can't do!!!

2. Mac OS 8

Or was that Mac OS Wait? At any rate, you can see some of the features of upcoming System software in this demo. See our story in Get Info for more details about what you'll see and when you'll see it.



3. Spaceward Ho!

This demo version of the classic game of stellar conquest from Delta Tao is sure to make you crave the real thing. Will Kon obliterate Julia? Can you colonize Barsoom before Mirfak runs out of metal? The suspense will kill you.



4. Terminal Velocity

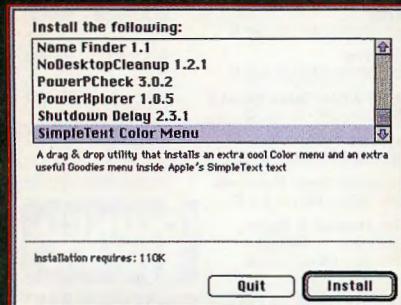
The alliance has turned against us. We must... fight back. Only you can save Earth from total annihilation. Get your butt into your ship and take out installations on several planets. You might want a flightstick for this one.



Files

Installers. Some of you hate them, some of you love them.

We are still making installers for every file in our resources section. However, we've greatly improved the way they function. To the joy of many of you, we've included descriptions of each of the programs so you know what you're getting before you install the shareware. Also, if something is for your System Folder, we put it there for you. So while it looks like you've only installed a read me file, you really have installed the whole thing. Let us know if the installers still bug you (letters@macaddict.com).



Speaking of shareware... don't be afraid to install it on your hard drive. Here's the scoop on how it all works. You can freely install shareware on your computer. There isn't any software police that will come knocking on your door looking for unpaid shareware fees. Instead,

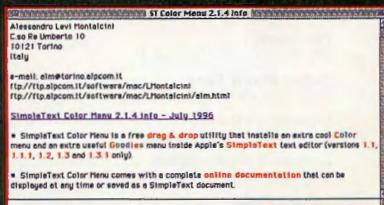
shareware is "try before you buy" honorware. See how you like it before you pay for it. If you don't find it useful, just throw it

away. If you use it, send the author a check. Freeware is software that you don't have to pay for, but the author retains copyright and it cannot be modified. Software released into the public domain means that the author has released his or her copyright from the product and you may modify it.

System Utilities

SimpleText Color Menu

This utility (part of ALM Share) adds a color menu and a goodies menu to the standard Mac text editor. Especially useful goodies are the Find and Replace, and Word Count commands. Too bad the author couldn't add an Undo command, too.



CloseDoc

This freeware extension lets you type Command-Q to get rid of OpenDoc documents. Great for the dinosaurs who can't easily adjust to new software paradigms (just about everyone here at MacAddict).

Iconizer—Creative Tools

Many of you have written wondering how we create those images that you can move around like puzzle pieces—images such as the logo that shows up in a Finder window on The Disc. It's easy—they're custom folders lined up so that they cover each other's titles. How did we do it? Well, first we made a whole bunch of empty folders. Then we went into Photoshop and divided the desired picture into 32 x 32 pixel squares and pasted them into the Get Info windows of the folders. (Yeah, right.)



1. First, find an image that you want to iconize and copy it to the clipboard. You can use an image from the Web (provided the site's author says you can) by clicking on an image and selecting "Copy this image" from the pop-up menu. Or if you have a screenshot, you can select parts of it in SimpleText, and then press Command-C. Any way you can, get the image on the clipboard.

Actually, we were dinking around on the Internet and found a nifty utility called Iconizer that does it all for us.

On the downside, custom icons make the Finder work harder. And on CDs it can take forever for them to show up. That's why we've also included CD Icon Killer in Systems Utilities. This extension will prevent the Finder from using custom icons—the normal generic folder icon will be used instead. (And you'll wonder why there are so many empty folders lurking around.)



2. Then, double-click Iconizer. It will open and ask you where you want the folder.



3. When it's done working its magic, you'll have a nifty folder of custom icons.

Great Games Under \$35⁰⁰

THUNDERING POWER. EXPLOSIVE ACTION.

Terminal Velocity is absolutely the most exhilarating flight game available for the Macintosh. It offers fast 3D texture-mapped graphics, full 360-degree flight movement and 7 weapons of extraordinary destruction. Fight your way through 9 unique planets with an awesome array of spectacular air-to-air and air-to-ground combat action.

"...gripping high-speed action from moment one."

-Computer Gaming World

"A symphony of titillating action and g-force slurping excitement..."

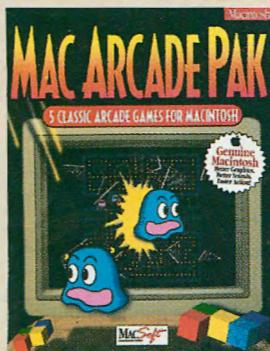
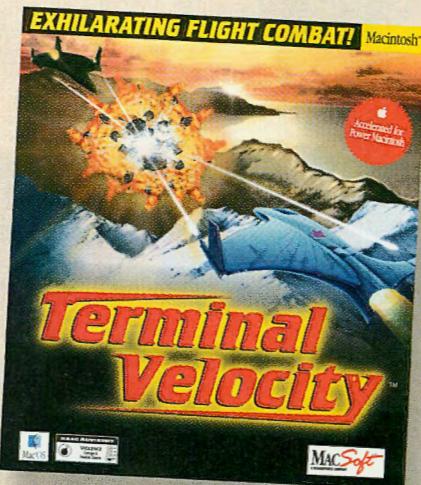
-Strategy Plus

"...The 3D environments are simply breathtaking ...the worlds are like nothing seen before in computer games."

-Computer Player

\$34⁹⁹

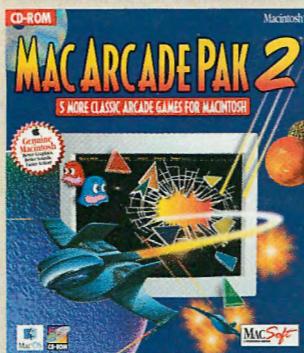
(Requires Power Macintosh.
CD-ROM only)



Mac Arcade Pak

Explosive, gut-wrenching arcade action!
Includes modern-day versions of Pac-Man™,
Tetris™, Asteroids™, Missile Command™ and
Movad™.

\$24⁹⁹



Mac Arcade Pak 2

More red hot arcade action with five of the best arcade classics ever! Modern-day versions of Pac-Man™, Gauntlet™, Asteroids™, Galaxian™ and StarCastle™. Includes a sequel to MacWorld 1995 Hall of Fame and a runner-up for Inside Mac Games 1995 Best Arcade Game.

\$24⁹⁹

(CD-ROM only)



Solitaire Game Pack

Clock, Klondike, Golf, Monte Carlo and Patience Solitaire. Great graphics and on-screen help!

\$24⁹⁹



Absolute Solitaire

We asked dozens of solitaire fanatics to help us design the perfect solitaire package. Absolute Solitaire is what they created. Includes 24 new games and a brand new interface for serious solitaire gameplay.

\$24⁹⁹

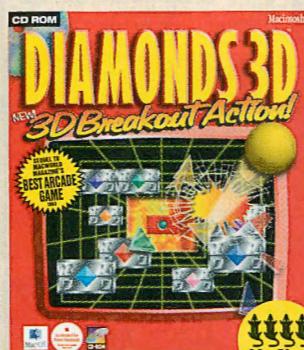


Casino Game Pack

Quality collection of six popular casino games: Blackjack, Video Poker, Roulette, Slots, Keno and Draw Poker.

\$24⁹⁹

(CD-ROM only)

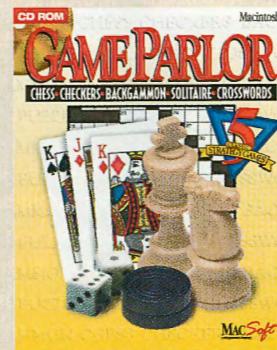


Diamonds 3D

Breakout in three dimensions! Inside Mac Games calls it "Fun and addictive. The best breakout-style game we've played." The ball doesn't bounce up and down, it comes right at you!

\$24⁹⁹

(CD-ROM only)

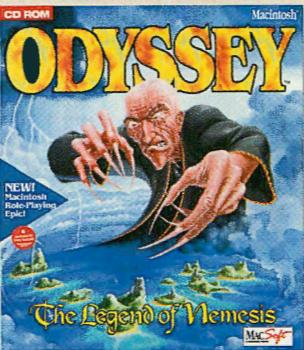


Game Parlor

Outstanding collection of five popular strategy games: Chess, Checkers, Backgammon, Solitaire, Crosswords.

\$24⁹⁹

(CD-ROM only)



Odyssey: The Legend of Nemesis

The most advanced Macintosh role-playing game ever! Venture into the mystical lands of Odyssey. Discover nine islands of extraordinary adventure, fight epic battles and dwell amongst the fascinating inhabitants.

\$34⁹⁹

(CD-ROM only)

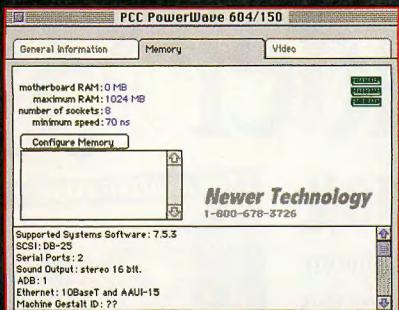
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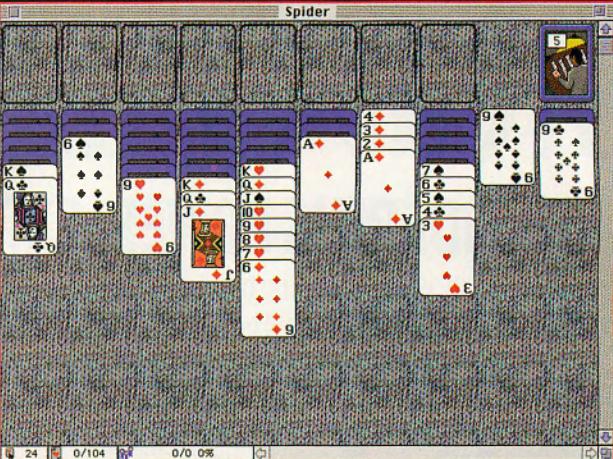
**GURU**

Upgrading your RAM? Let Newer Technologies' GURU tell you exactly what kind you need—from DIMM to SIMM, and from 60 to 120,000 nanoseconds.

Fun and Games

Solitaire 'til Dawn

Believe it or not, some members of the MacAddict editorial staff have actually stayed up 'til dawn playing this game. In addition to a bazillion different solitaire games, Solitaire 'til Dawn has a "magnetic" mouse feature to save your wrist from carpal tunnel. With this feature



on, the game will pick up the card that's under the mouse. You still have to drag the card to the appropriate stack, but Solitaire 'til Dawn will release the card after it's hovered over the new stack for a few moments.

This Issue

This month we've wrangled up programs that let you manage your bookmarks in 3D! Oh, no, wait a minute. Um, use the 3D programs we scrounged up to create wonderful images. And use at least one of the kajillion bookmark managers to organize your surfing experience. Phew, that's much better!

Highlights

**Bookmarks**

WabbitDA, DragNet, and SurfBoard are but three of the many, many bookmark managers you'll find on The Disc. Turn to page 50 to find out which ones we like best.

3Dlightful

Extreme 3D? StudioPro? Infini-D? Everything you need to make cool 3D movies like this. It's so much fun, even 14-year-old kids love it!

**Ask Us**

Straight from Macintosh maven Owen Linzmayer's desktop: Dumpster is a nifty utility that changes your Trash icon. Feeling a little behind schedule? NetTime will easily synchronize your Mac's clock to the National Standard.



Live Wire

The LiveWire section of The Disc is designed as a "proof of concept," not as a full-fledged browser substitute, and we are working to integrate a better connection to the Internet into the CD-ROM. LiveWire is not a real Web browser. For now, all we're able to put into the interface is text—no links, no pictures, and QuickTime movies, and Java applets and frames and... well, you get the picture. We're on top of it and will strive to bring you the best. LiveWire is partially created using Allegiant's Marionet technology. Check them out at <http://www.allegiant.com>.

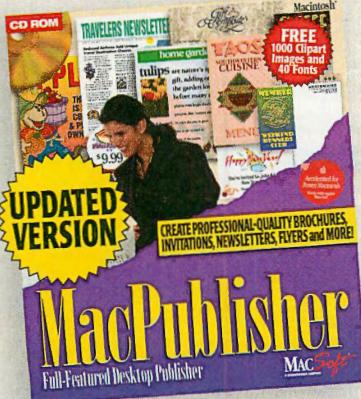
For those of you who use AOL to connect to the Internet, there's some-

thing you should know. AOL "fakes" a real Internet connection, and it is not compatible with other Internet programs. This means you can't use AOL to connect to LiveWire. (CompuServe's PPP connection doesn't have this limitation.) However, version 3.0 of AOL—due out in September—will let you use AOL as an Internet connection: you'll be able to use other Internet clients on a call to AOL but only if you use Open Transport, not MacTCP. Also note that you still can't use other e-mail and news clients, but LiveWire, at least, should work just fine. You'll have to have scads of RAM, though, to run both AOL and our fake browser. (Get more info about AOL 3.0 in Get Info on page 30.)



Power Tools Under \$30.00

Full-Featured Desktop Publisher



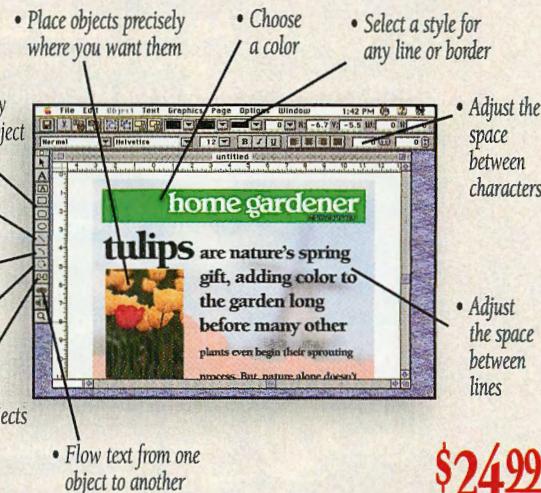
Create professional-quality documents that really make a good impression!

Create your own Brochures, Newsletters, Invitations, Reports and more!

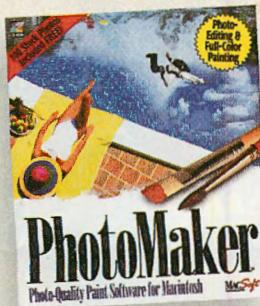
MacPublisher gives you the same powerful page layout tools used by the best graphic artists. Use it to quickly and easily create professional-quality documents that really make a good impression!

Just Some of the Powerful Features:

- Place text or graphics anywhere
- Rotate text and graphics to any angle
- Draw rectangles, ovals, arcs and more
- Draw any kind of line or arrow
- Adjust character and line spacing
- Automatic text-wrapping around graphics
- Flow text to anywhere on any page
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Whether starting from scratch or editing an existing image, PhotoMaker gives you the powerful tools of expensive programs like Adobe™ Photoshop™ in an affordable, easy-to-use package. Add stunning impact to newsletters, brochures, school projects and more!

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- Smudge
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- Much More!

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- Rotate, Skew, Crop
- Magic Wand
- Gradient Fills
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- Rubber Stamp
- Blur
- Much More!



Create any Label, Barcode or Mailing

Desktop Labels is perfect for creating virtually any kind of label, barcode or mailing up to 32,000 pieces. Includes features found in products priced hundreds more!

\$24.99

- Choose from hundreds of **Built-in labels and envelopes**. Or, easily create your own!

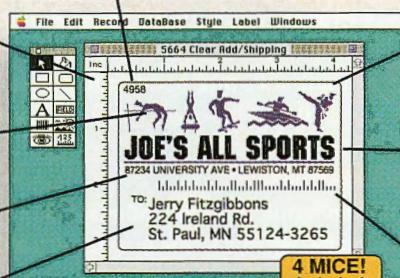
- Built-in **Counter** lets you number labels automatically - great for tickets and barcodes. You can even print duplicate sets!

- Fill any object with your choice of color and pattern.

- Add your own **Logos** and **Clipart**.

- **QuickAddress** instantly places the complete address anywhere you want.

- **Draw** boxes, circles and lines in any width, color or pattern.



- **Place Text or Graphics** anywhere. Any font, size, style or color.

- **Place any Field or Barcode** from the Database & Address Book anywhere.

Powerful Database and Address Book

- Enter or Import up to 32,000 names
- Sort your records in any order you want
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- Works with both U.S. and International Postal Codes.

Comprehensive Barcoding Capabilities

- Create and print virtually any kind of barcode: UPC, EAN, Code 39, Postnet (with delivery-point) and more!
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- Print a Barcode from Any Field in Your Database, or easily enter it.

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MACSoft™

.The Web Site

As Mac Addicts, we can't wait a whole month to blab about all that's new and cool. For your daily dose of Macintosh mayhem, come by <http://www.macaddict.com>.

As the Web site turns

If you've been following the development of the MacAddict Web site from the beginning (April 15, 1996, to be precise), you've seen it grow and swell over time. From a humble couple of sections, the site has expanded to a half-dozen top-level divisions, and it's time we took you on a quick tour of the site to prevent you from becoming boggled.



In This Issue

As you'd expect, this is the place to go to find out about the contents of the latest issue. What you may not know is that we also provide vital information about the magazine and CD-ROM in this section; this is the place to enter contests, find out about late-breaking news on the CD-ROM, or even (horror!) bug reports and corrections.



Web Exclusives

This is essentially a staff soapbox. When the spirit moves us, we'll pen rambling essays or diatribes about whatever happens to be on our minds. The subject matter ranges from dry and technical (courtesy of yours truly) to fresh and funny (thanks to everyone else).



Hot Links

No Web site would be complete without a selection of links. As well as a listing of our favorite Mac-related sites, you'll also find information about new products, software updates, and beta-testing opportunities for the truly foolhardy. Last but not least, Hot Links also serves as a repository for old blurbs from the site's main page.



EvangeList

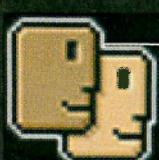
The official Web home of Guy Kawasaki's EvangeList mailing list is hosted at <http://www.evangelist.macaddict.com>. We sort Guy's daily mailings and post goodies in their appropriate areas. Need more ammo to keep your company from taking away Macs? Need help finding some really obscure piece of software? Want to know about special offers on Mac stuff? This is the place to go.



About MacAddict

Here's where we put information about MacAddict—who we are, what we're up to, how to subscribe, and so forth. Thanks to the wonders of modern technology, you can even see photos of the MacAddict staff eating lunch.

— Mark Simmons



Discussions

Probably the single most mutable area of our site. As we receive more and more reader feedback, this section has taken on an uncanny life of its own, leaving your online editor

constantly scrambling to keep up with the hundreds of messages. At press time, the Discussions area has been reorganized into three distinct discussions:



MacAddictFeedback

From cheerful congratulations, to complaints about our taste in colors, to subscription inquiries—if it directly pertains to the magazine, the CD, or the Web site, you'll find it here.



Rants and Raves

Our readers' soapbox. Popular pastimes here include plotting new strategies for Apple, and spotting Macs on the large and small screen. Every now and then we get a nice rant from a PC user offended by our "juvenile" Macintosh boosterism; it does our hearts good to hear them whine.



Bombs Away!

This one is fun. Nominally devoted to product-oriented chatter, this discussion has evolved into an all-purpose help section. Here, readers put their heads together and figure out how to upgrade a Performa 550; why MacPPP keeps bugging out; and whether it's possible to keep Netscape Navigator from generating type 11 errors for more than an hour at a time. If you want to offer help, look out for the "problem" icons!



Cool. Adobe PageMill™ Now Includes A Color Scanner.

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\$599!
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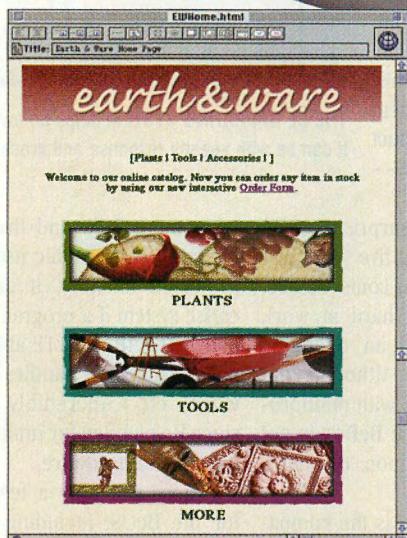
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Mac™ OS



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- MicroFrontier's Color It! for enhancing or painting scanned images
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FEATURES

- 600 x 1200 dpi optical resolution
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News, trends, and other very valuable information that you will want to know.

Be Here Now (Well, actually, Be here soon)

Parts is Parts

As time goes on, OpenDoc will become more tightly integrated with the Mac OS. (See the premiere issue of MacAddict for a full explanation of this new Apple technology.) OpenDoc parts (now called Live Objects) are starting to ship. Here's a rundown on a few of our favorites:

- Digital Harbor's WAV (\$49 street; 801-785-2115). WAV offers features that you can't get in other word processors. The Internet is just a click away with a built-in Cyberdog tab. Other great functions include a dynamic cursor (click on the middle of a blank page and the cursor is placed there) and dynamic text wrap (drag an object around a page and text flows around it on the fly).

- Corda Technologies' CGraph and Ctable (\$19.95 street; <http://www.corda.com>). This pair of parts creates graphs and tables respectively, thus adding spreadsheet-like functionality to any OpenDoc document.
- Hutchings Software's Rapid-I Button (\$14.95 street; <http://www.hutchings-software.com>). You can change how these buttons look when clicked; labels can show as text, pictures, and other Live Objects. Buttons can play sounds, run AppleScripts, and open files or folders in the Finder as well as open CyberItems or query databases.
- SoftLinc's Lexi (\$19.95 street; 941-642-7979). This spell checker lets you check text spelling by merely dragging the text onto the part. Add Lexi to any word-processing Live Object.

It caused quite a stir at Macworld Expo in August—a preemptive multitasking, multithreaded operating system running on a Power Computing machine. Running fast. It handled, simultaneously, several full-motion movies, on-the-fly font scaling, and a 3D object twisting and turning in space, and it handled all this quite gracefully. This operating system is not Copland, nor is it even a product from Apple. Instead, this speedy OS—the BeOS—is a product of Be, Inc.

Never heard of Be? That's not surprising, even though the company was founded five years ago by former Apple personality Jean-Louis Gassée. The engineers at Be have been hard at work designing both a computer and an operating system from the ground up. Although the hardware produced by Be is built with multiprocessing as a guiding principle, the BeBox is not revolutionary. It uses only common computer components in its construction.

What's truly amazing about Be is the company's operating system. Because Be engineers didn't have to support existing applications, they could design an operating system without taking into account how many programs would "break" under a new OS. The best part is, they were able to port the OS to run on Power Computing's Mac-compatible computers.

To use the BeOS, you merely double-click an icon, and the BeOS purges the Mac OS from the system and boots the BeOS. Once the Be desktop is present, the system is ready to go. To shift back to the Mac OS, you must reboot your Mac. Be is working on a similar program for the BeOS that will allow you to boot the Mac OS without first needing to shut down.

The BeOS has some mighty nifty features. First of all, it's fast. Even on a single-processor Mac compatible, the BeOS screams. Application sizes are small: a MIDI mixing board application took



THE BE OPERATING SYSTEM helps a PowerPC-based Mac be all that it can be with speedy response and crash resistance.

up a mere 79K, and that includes 30K for the mixing board graphic itself. Since the BeOS uses protected memory, it doesn't bring down the entire system if a program crashes. The BeOS has native TCP/IP and FTP abilities, Internet access is not a problem. It handles real-time media (audio, video, etc.) incredibly well—not surprising, since Be planned for multimedia while developing the OS and hardware.

There are only a few applications available for the BeOS, including a Web browser, audio utilities, font scalers, and movie players. That may soon change as Be moves from a development system to a consumer system. Be estimates over 1,500 developers have BeBoxes and has made space available on their Web site to distribute the fruits of developers' labor.

The BeOS should be available for sale in early 1997. Although no price has been specified, expect it to hit the streets between \$99 to \$400, probably closer to the lower end of the scale. When released, it should run on any Mac or Mac-compatible that uses a PowerPC microprocessor, and it should be able to take advantage of multiple processors if they are present. Currently, the BeOS has to live on its own hard drive, but it should be able to live on a partition of a single hard disk when released. To find out more, call 415-462-4100, or point your browser to <http://www.be.com>. —DR

Hey, MO!

No, we're not talking about one of the Stooges. MO stands for Magneto-Optical, and it's behind some new storage devices that are much better than a poke in the eye. Magneto-optical storage is cheaper than traditional magnetic storage (yes, even ZIP disks), it's more reliable, and since Jeff Goldblum used one to save the world in "Independence Day," it will make you the coolest datahead on the block.

Although MO drives aren't new, their pricing and aim are. Several companies, including Fujitsu (800-626-4686; <http://www.fcpa.com>), Microtech (800-626-4276; <http://www.microtechint.com>), and Olympus (800-347-4027; <http://www.olympusamerica.com>), have released new MO drives, and some are priced for the rest of us. Several of these 230MB drives have hit the market: internal, external, portable, and PowerBook-specific models.

Drive prices start at \$299 (for the Olympus internal SYS.230 MO drive), and the cartridges are cheap: \$10 for a 230MB cartridge and \$40 for a 640MB cartridge. Data stored on a magneto-optical disk has a reported life of at least 30 years. (Some people claim the data will be good for 100 years, but they probably won't be around



to back up that claim.)

If you're considering the purchase of a MO drive (and you should--these things are great, better even than Zip drives in our opinion), here are a few points to ponder: Speed ranges from that of a pokey hard drive to that of a CD-ROM. Unlike other removable storage devices, some 230MB MO drives can read and write MO disks from older 128MB drives (a feat not possible with Syquest, Zip, or Jaz drives). Though be sure to ask about drive speed and compatibility with older MO drives if you're going to put your hard-earned dough down on one. —DR

IDENTIFY THE HOOJIT

Win 8MB of memory!

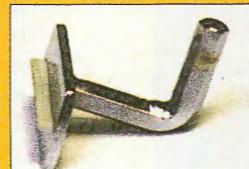


Serious Mac

sleuths will be able to crack this case in no time. Tell us how this item of Mac memorabilia (circa 1986) was used. Wrong answers: cable hanger, Allen wrench, or keyboard cleaner. Submit the right answer to <http://www.macaddict.com/issues/contest.html> or snailmail it to us at Hoojit, MacAddict, 150 North Hill Drive, Brisbane, CA 94005 by November 5, 1996. We'll pick one Mac addict among those with the correct solution to win eight fabulous megabytes of memory from Newer Technology! Ten lucky runners-up will receive Live Objects temporary tattoos.

get info

P.S. If you're stumped, look for a clue from Nikki on The Disc



WHAT COULD IT BE?

HARMONY: What's Ahead for System Software?

Rather than spending megabucks promoting a huge upgrade to the Mac OS, Apple is changing its tune and releasing incremental updates. You may have read about the operating system formerly known as Copland (now dubbed Mac OS 8). Apparently, as engineers toiled away, new features were all scheduled to be released with Copland. As a result, Copland got horribly delayed.

Thanks to Doctor Gil and his Chief Technical Officer sidekick Ellen Hancock, we'll be able to see that tech sooner. First comes a fall release of System 7.5.4, which brings improved performance and reliability. The performance tweaks are to Virtual Memory—

you'll be able to see about a 30 percent speed boost over the VM in System 7.5.3. "Reliability enhancements" is the '90's term for bug fixes. This update also brings the return of a saner naming mechanism—no more System 7.5 Update 2.0 Revision 2a.

After that, two major releases are on tap for 1997. The first, code-named Harmony, will appear early next year and will consist largely of new features and add-on components. A second release, code-named Tempo, will appear sometime mid-year and will include some of the nifty

Finder stuff we've been seeing in Mac OS 8 previews.

Here then are the two paths that System software development will follow. One is the development of wacky new bits that can be tacked on to the Mac OS whenever it's read: new versions of QuickTime, OpenDoc, Cyberdog, and the like will be rolled out

on their own schedules rather than waiting around for a suitably momentous occasion. Unlike today, however, these will be released as an all-inclusive bundle rather than leaving you

scrambling to find all the bits and pieces for yourself. The second development path is the lower-level architectural work: performance improvements, bug fixes, stability enhancements, native Finder, memory protection, and other things in the same genre. The periodic Mac OS releases will combine the latest assortment of gadgets with the current incarnation of the core operating system. Real architectural improvements aren't likely to show up until 1998.

The details of this program are still sketchy. But clearly Apple is trying to make System software upgrades less confusing. We just hope Apple doesn't have two left feet. —MS and KT



Introducing Mac OS 8

NEW

get info

PAGEMAKER

(Adobe: 415-961-4400; <http://www.adobe.com>; \$99 upgrade from older PageMaker versions, \$129 upgrade from competitors, \$895 (srp); ships November)

The program that played a huge part in the desktop publishing revolution of the '80s has added document-wide layers, text and graphics frames, an enhanced table application, export in HTML and PDF formats, and support for Photoshop plug-ins.

SUPERMAC J700, C500, C600

(UMAX: 800-232-8629; <http://www.supermac.com>; starts at \$3,000; \$1,600; and \$1,700 respectively (srp); ships late September)

UMAX Computer Corporation has announced three new Mac clones to flesh out its product line. The J700, aimed at the mid-range market boasts a 150MHz 604e with four PCI slots and 2MB of VRAM on an IMS TwinTurbo graphics accelerator card. The C500 and C600, addressing the entry-level market, sport 603e chips running at 140-200MHz with two or three PCI slots respectively and 1MB of video-dedicated DRAM. Both systems have 8X CD-ROM drives.

ICONMANIA!

(Dubl-Click: 541-317-0355; <http://www.dublclick.com>; \$39.95 (street); ships late August)

IconMania is an icon manager that lets you change icons by dragging a new icon onto the icon to be changed. It also includes an icon collection and an icon editor so that you can create your Mac's own custom look.

CORELDRAW 6 SUITE

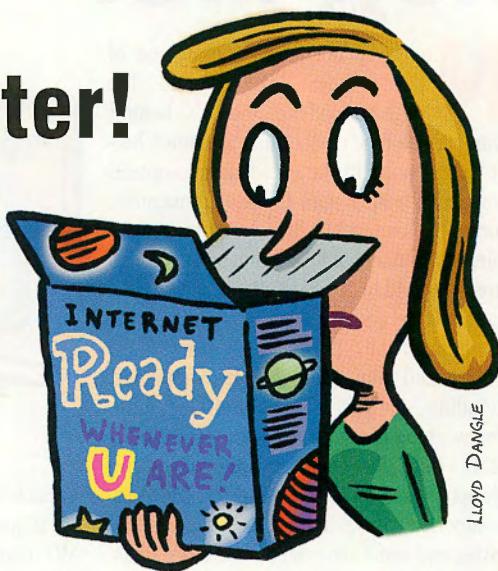
(Corel: 613-728-4201; <http://www.corel.com>; \$595 (srp); ships late August)

CorelDraw 6 Suite is the Works-like application for writers and graphics people. In addition to the CorelDraw vector illustration package, the suite also includes WordPerfect 3.5, CorelDream 3D 6, Corel Texture 6, Corel Artisan 6, Corel Multimedia Manager 6, CorelTrace 6, MasterJuggler 2.0 Pro, and CorelChart.

FOR THE MAC

Faster! Faster! Upgrade Your Modem

So you bought a 28.8Kbps modem after being promised that modems just can't get any faster, and now the standard's been bumped to 33.6Kbps. Mad as hell and not going to take it anymore? Before you go nuts, check to see if an upgrade is available. An upgrade, you say? Yes. For example, if you own a Diamond Supra 288 modem, you can upgrade it to take advantage of the higher speed. Go to <http://www.supra.com/336Upgrade> and download the appropriate flasher—no, not the guy that hangs out on the corner in a trenchcoat—for your modem. When you run it, the flasher will attempt to



Lloyd Dangle

upgrade the modem's firmware. If the flasher can't do the job, it will let you know, and then print an upgrade order form. Upgrades run from free to \$40, depending upon the model and when it was purchased. To find out more, call Diamond at 800-727-8772. Other modem manufacturers, such as Global Village, will also offer upgrades. Call your modem's manufacturer to find out if an upgrade is available for yours. —DR



Amelio Rating Here is the Score



Great!



So-so



Excuse me!

APPLE'S ADVERTISING:

Aggressive promotion raises the Mac's profile. Now if they could just plug products that are actually available...



OPENDOC AND CYBERDOG:

Component software is no longer a weird demo. Improved Cyberdog and third-party Live Objects (formerly OpenDoc parts) look tasty.



When Dr. Gil Amelio took the helm of Apple, he promised to fix its problems. As detailed in our first issue, he's off to a great start, but there's lots more to be done. Here's our arbitrary scorecard of some of Apple's most pressing problems and how close Amelio is to fixing them. —MS

GETTING MORE MAC SOFTWARE IN STORES:

Mac software buyers increasingly turn to mail-order channels. Where did Heidi Roizen, VP of Developer Relations, put that \$20 million?



INTERNET STRATEGY:

Apple wants to give every Mac user a Web server but has no plan for universal Internet access. Huh?



MAC OS 8: New incremental plan could be an improvement, but we'll reserve judgment until new, improved system software materializes.



RETURN OF APPLESRIPT: WWDC AppleScript hype was a cruel joke. Scripting seems to be off Apple's radar yet again.



BACK IN BLACK: Apple is still bleeding red ink, but losses are smaller than expected and the stock is back up from sub-\$20 low ebb.





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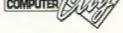
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The products must be purchased and received dated on or before November 24, 1996. This request must be received by December 16, 1996, and received by December 31, 1996. Allow 4-6 weeks for processing. The official certificate and one receipt per request must be submitted. Offer not valid on any other products, or in conjunction with any other offer. Void where prohibited. MacPlay reserves the right to provide a substitute title. Only the original store receipt(s) or invoice(s) will be accepted; if purchases were made on two receipts/invoices, both receipts/invoices must be enclosed with purchase. Purchases circled, UPCs and receipts/invoices will not be returned. Only one (1) offer will be accepted per family, address, household, group or organization. Offer available only to registered owners of the MacPlay products purchased. Not responsible for lost, misdirected, incomplete or illegible requests. Offer good only in the U.S.A. and Canada. Void where prohibited, taxed or otherwise restricted. MacPlay is a trademark of Interplay Productions. All rights reserved.

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AOL 3.0 Sucks Less

AOL sucks, according to the high-traffic Usenet newsgroup that has been created in dishonor of the world's largest online service. Indeed, not unlike Apple, AOL has been taking its lumps lately. Membership growth has slowed, users were overbilled, and the company narrowly averted law-

suits when it reversed an "English-only" policy in one of its discussion boards. But perhaps AOL's worst offense was that it let its Mac software, which provides access for 20 percent of its users, fall dramatically behind its Windows counterpart. That disparity, however, ends this fall with the release of America Online 3.0 for Macintosh. To quote AOL CEO Steve Case, "The Mac is back at AOL."

AOL 3.0 is a complete rewrite that brings to the Mac several features that were part of the Windows client. Up until now, certain AOL content areas

contained background sounds and animation that the Mac version could not display. Version 3.0 also allows the Mac and Windows versions to display the same art (although Mac users can still see content customized for the platform). Speaking of art, the intolerable delays associated with entering new content areas are a thing of the past too; AOL now downloads art progressively in the background and does an adequate job of

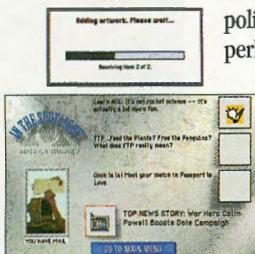
letting you click buttons without waiting for all the window dressing to

come in. Other features Mac users get for the first time include notification of when other (selected) members sign on or off; and hyperlinks, which let highlighted text point to areas on the Web or on AOL.

AOL's Browser from Another Planet has been replaced with Microsoft's Internet Explorer, which is faster and supports more HTML features. You can now enter a URL in the Keyword dialog box and have AOL call up the site without having to switch to a separate application. Unfortunately, while Internet Explorer is one of Microsoft's best Mac efforts in recent memory, it still lags behind Netscape Navigator and even its own Windows version, which supports ActiveX, Java, HTML style sheets, and full drag and drop for text and graphics.

This is no least-common-denominator port, though. This version takes advantage of many Mac features, such as text drag and drop in the message boards. It's also Power Mac native, which greatly speeds launch times. Version 3.0 is now scriptable via AppleScript and uses Apple Guide for assistance, and its TCP/IP connection works with Open Transport.

All is not perfect. For example, we were disappointed to see AOL adopt the Windows chat window design, which can waste a lot of space. However, AOL deserves kudos for creating what will likely be the premiere version of its software, and for supporting Mac technologies as more than just list items in a features checklist. —Ross Scott Rubin



ART NOW DOWNLOADS
progressively in the
background.

The Mac is back at AOL?

Ask Guy

The number one Mac Evangelist



"I think someone like Guy Kawasaki would make a great addition [to MacAddict]."

—Murtuza Ahmed

ued. The day after a new car model comes out, your old car still works. Also, look in the bright side: The day after Windows 95 shipped, it still didn't work.

I always hear that RISC is the future for computing muscle, but how true is this? You can't accurately measure a Mac against an Intel machine, as the software is rarely optimized for both machines when a company happens to make it for both systems. What about comparing the two via complex calculations; math is math right?

—Brian Shaw

Brian: Our buddies at the Ames Laboratory of the University of Iowa have created a performance test called HINT. They have a Web site where you can pick various computer models (including Suns and SGIs) and compare them against one another. The URL is: <http://www.scl.ameslab.gov/HINT>. You can even download a Macintosh and a Windows version of the software to benchmark the machines in question.

ARE there ANY other computer companies out there besides Apple??? —Jonathan Stovall Jonathan: You're right: 100 percent of the personal computer market uses our interface. Problem is, we only get paid for 10 percent. But it's the best 10 percent. It's at the top when you're lonely.

My Performa 6200 is only 1 1/2 years old and already it is discontinued. I feel cheated. Why would Apple make a computer and then ditch it and let the buyers hang on a string? Sure I could upgrade my Mac to a 6250 or something, but upgrades are very expensive. Is Apple with third-party developers going to support the Performa 5200, 5300, 6200, and 6300 or are we up the creek without a paddle? —Jason Lok Jason: You think you got it bad? I use an 8100/100, 840AV, 540c, 5300ce, and Performa 550. If the model you use makes you more creative or productive, don't worry about it being discontin-

Can't you guys get one of those dudes at MacPlay, Bungie, or whatever to produce a decent soccer game? —Filip Degryse, zinc! Apple Club, Belgium. Filip: The Macintosh Way is, "If you can't find what you want build it yourself." Buy a copy of CodeWarrior and get your butt in gear.

Do you believe in Macintosh? Learn how to help the cause: subscribe to the Evangelist by sending an e-mail to: evangelist@macway.com. And check out the Evangelist Web site: <http://www.evangelist.macaddict.com>.



The good news is, you've just inherited an island resort from your dead uncle.

The bad news is, your uncle was one twisted son of a bitch.



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New gizmos the schoolyard bullies will long for—bring extra milk money.

Tarpon

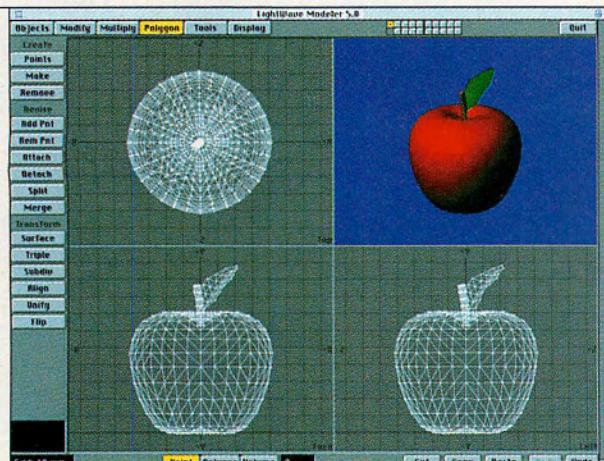
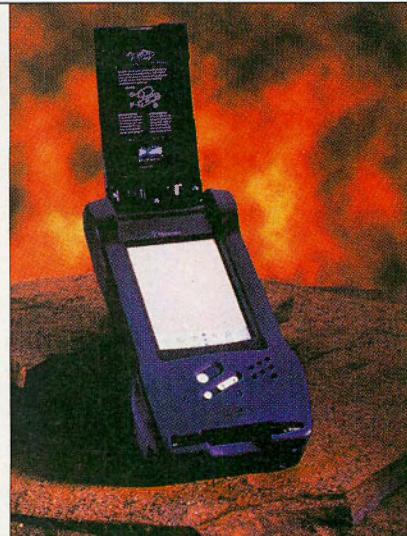
Digital Ocean

The whole Baywatch crew will turn green with envy when you show up at the beach sporting your new Tarpon from Digital Ocean. Or maybe they'll kick sand in your face, forcing you to bulk up at the local gym. Either way, it won't matter to you—you'll still have the Tarpon. Based on the Newton 2.0 Operating System, the Tarpon does typical Newton things, such as recognize handwriting. But the fun doesn't stop there. The Tarpon has been ruggedized more than Stallone. It's water-resistant, and it can withstand a six-foot drop onto concrete. Doing some seaside cliff-climbing when the urge strikes you to host a conference call? No problem. Tarpon can handle voice-communication over a wireless local area network. Wanting to do some work while resting on a seaside cliff? Just use Tarpon's built-in

Cellular Digital Packet Data system to access the company network. Stuck on a seaside cliff and want to give

STILL HUNTING FOR THE PERFECT PDA? HERE'S YOUR FISH.

the Coast Guard your exact position? Use Tarpon's Global Positioning System to pinpoint your location for that search helicopter. Want one? Round up \$3,300 and contact Digital Ocean at 913-888-3380 or <http://www.digitalocean.com>.



LightWave 3D

NewTek

You've heard about LightWave 3D's awesome powers. You've seen it in such productions as "GoldenEye," "Courage Under Fire," "Babylon 5," and "Star Trek: Voyager." Now, LightWave 3D is coming soon to a Power Macintosh near you—provided you can come up with the \$1,495 ticket price. The buzz among animators is that it will be worth every dime. Long revered by Amiga and PC-users for its broadcast-quality animation, modeling, and rendering abilities, LightWave 3D boasts cool tools, such as advanced organic modeling, skeletal control, inverse kinematics with joint friction, and film-resolution output. Intrigued? Contact NewTek at 913-228-8000 or <http://www.newtek.com> to see the previews.

AMIGA TECHNOLOGY LIVES ON. AND ON. AND ON.

Xclaim VR

ATI Technologies



What speeds up QuickTime and QuickDraw 3D and captures video and connects to a TV? No, it's not a Pippin after a six-pack of Jolt. It's Xclaim VR, a PCI-based video board that uses RAV acceleration to speed up everything on your Mac that relies on graphics. Great for gamers, Xclaim VR also lets you hook up your TV to your Mac (quite cool if you have a big-screen TV and would like to experience Marathon in all its glory). Xclaim VR can also capture video at 30 frames per second at 320 x 240 resolution. The Xclaim VR board can be had for the mere pittance of \$269, and supports millions of colors at 832 x 624 resolution (plenty for most users with 17-inch or smaller monitors). A 2MB memory upgrade can be had for \$99 and lets you see millions of colors at 1152 x 870 resolution. For more information, contact ATI at 905-882-2600 or <http://www.atitech.ca>.

HOLY HIGH FRAME RATE, BATMAN!

PhotoTools 1.0

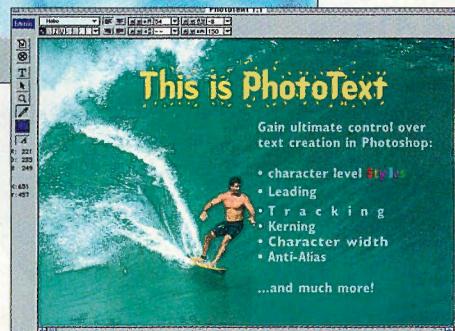
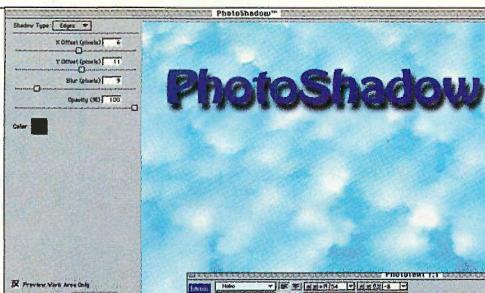
Extensis

If you've ever been tempted to take another kind of tool to Photoshop while trying to use it to handle text (say, a steel-handled maul or 21-pound sledgehammer), don't go to Chuck's Hardware just yet. Instead, spend your money on PhotoTools 1.0 from Extensis. Besides multiple text blocks, kerning, leading, and character width all in a WYSIWYG preview, you'll get custom toolbars and 200 of Deke McClelland's Photoshop tips in a searchable on-screen dialog box. And, as if that isn't enough (it never

is), PhotoTools contains drop-

shadow, bevel, glow, and emboss tools. For only \$99.95 (the cost of a really good maul), you too can know the relief of the right tool for the job. To find out more, contact Extensis at 800-796-9798 or <http://www.extensis.com>.

THE TEXT TOOLS PHOTOSHOP SHOULD HAVE HAD.



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CD/Maxtet 1600

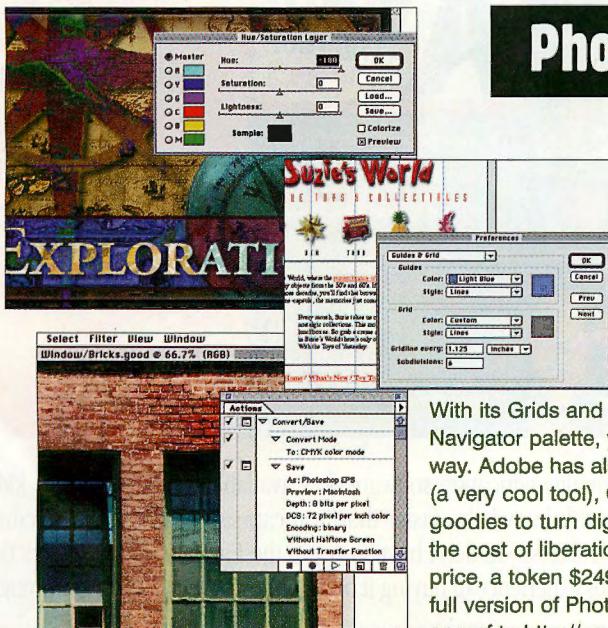
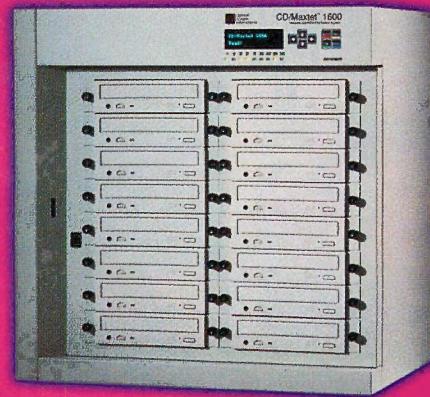
Optical Access International

Ladies and gentlemen! In this corner, measuring 18 x 14 x 19 inches and weighing in at 80 lbs., it's the CD/Maxtet 1600 CD-ROM server. And in this corner... wait. There's nothing in this corner, because what could possibly face the CD/Maxtet 1600? With its 16 hot, swappable 8x CD-ROM drives connected to your Mac, you will be able to mount 15 CD-ROMs on your desktop and still have space for your favorite

They Might Be Giants audio

SPACE FOR MORE CDS THAN YOU OWN OR CAN AFFORD.

CD. Even with all this power, the CD/Maxtet 1600 only takes up two SCSI IDs. What else could you possibly want? Well, \$10,895, for starters, because that's what this bruiser will set you back. To find out more, contact Optical Access International at 800-433-5133 or <http://www.oai.com>.



Photoshop 4.0

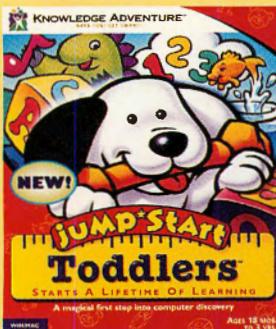
Adobe Systems

Photoshop users, you who have labored over your digital images at the expense of all else, lighten your burden. You perform the same tasks over and over again, numb of mind and mouse hand. You create a grid of lines in a separate layer to ensure your precious objects' alignment. You tirelessly scroll through multiple-megabyte files, looking for that tiny negative scratch to repair. Rejoice, pixel-punchers. Adobe has heard your pleas and has answered them in Photoshop 4.0. With its new Actions feature, you can automate editing functions, reducing mind-numb to a mere buzz.

With its Grids and Guides features, just pull guides onto the image to align objects. With its Navigator palette, you can fly through a thumbnail of your image, dynamically zooming all the way. Adobe has also added Adjustment Layers (a very cool tool), Custom Gradients, and other goodies to turn digital drudgery to delight. What is the cost of liberation? A mere \$895 suggested retail price, a token \$249 for an upgrade from Photoshop LE, or a piddling \$149 from any previous full version of Photoshop. To take a step toward freedom, contact Adobe at 415-961-4400, or surf to <http://www.adobe.com>.

GUIDES AND GRIDS IN PHOTOSHOP!

WHAT MORE CAN YOU WANT?



JumpStart Toddlers features musical animals, bouncing shapes and an enchanted chalkboard to present the alphabet, numbers and over 200 vocabulary words in this magical first step in computer discovery for children 18 months to 3 years.

From Knowledge Adventure.

Windows CD-ROM Ages 18 mos. to 3 yrs.

Freddi Fish and his sidekick Luther are on the case of the haunted schoolhouse and its missing toys. This undersea mystery has everything to keep the kids entertained for hours as they help the finned dynamic duo solve the crime.

From Humongous Entertainment.



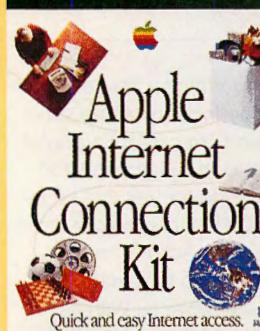
TOP TEN MAC PAK II

Now there are ten widely acclaimed Macintosh games in their original format, all in one package. You'll find great entertainment titles like Wing Commander III, PGA Tour Golf III and System Shock, plus three hot edutainment titles for the kids.

From Electronic Arts.

Deep within the heart of the Math Metropolis lies the secret to math success. Whether kids are having a tough time with math or are certified math superstars, Mighty Math Number Heroes will put them on the road to math greatness.

From Edmark.

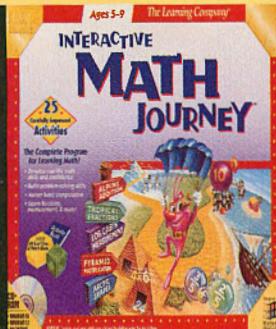


Apple Internet Connection Kit

Quick and easy Internet access.

A collection of third-party software from Apple Computer handpicked with you and the Internet in mind. You're on the web in minutes with the help of the easy-to-use Internet Dialer application. It comes with a manual too, written in simple "Apple Guide" language.

Mac OS



Ages 5-9 The Learning Company

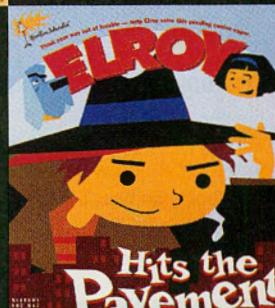
INTERACTIVE MATH JOURNEY

*25 Complete Interactive Activities
The Complete Program for Learning Math!
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• Money
• Measurement
• Geometry
• Problem Solving
• Math Games
• Math Stories
• Math Puzzles*

The Canine Revitalizer's been stolen and it's Elroy and Syd's science project. What happens if they can't solve the riddles, unravel the codes and crack basic science puzzles to solve this terrible crime? A fate too scary for any kid — summer school.

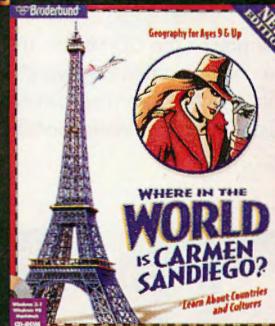
From Headbone Interactive.

What's the best tool for kids to learn about basic fractions? A pizza, of course. That's just one of the 25 fun activities found in Interactive Math Journey. With it, kids build skills, problem-solving abilities and most important, confidence in math. From The Learning Company.



ELROY HITS THE PAVEMENT

join Kermit and the Muppet crew in their very own version of the Robert Louis Stevenson classic, "Treasure Island." Outsmart the scurvy pirates as you discover puzzles, activities and fun learning games in this exciting interactive hunt for buried treasure. From Activision.



The math program that has set the standard for helping kids learn math is now bigger and better than ever before. Mega Math Blaster gives you enhanced arcade games, exclusive supplemental learning materials and, most important, more math fun. From Davidson.



With all the quality education software now available for the Mac, your kid's head can fill with knowledge faster than you can say "academic scholarship." And the nice thing is, you don't have to comb the Earth to find it. There's the completely '90s experience of buying it off the Internet. Or you can go through

Your kids can

actually become smarter than they already are.

Shocking isn't it?



one of the very informative mail-order catalogs. Perhaps you want to get out of the house (no explanation is necessary). For that, there are a bunch of great stores like Best Buy and CompUSA. And if you can't tell by now, we're out to make finding excellent Mac software just as easy as using it. So let's review. If you want to become better educated on our incredible selection of software and all the different ways you can buy it, just pull up a chair at our web site, which is <http://www.macsoftware.apple.com>. **Or call 800-500-4862.**

animate!



5 STEPS TO 3D ANIMATION



BY STEVEN ANZOVIN
AND RAF ANZOVIN

"I have a stubborn, blind confidence in the cartoon," said Walt Disney 50 years ago, "a belief that it could be one of the greatest mediums of fantasy and entertainment yet developed."

As usual, Walt was right on the money. What he never imagined was that talented animators would be turning out finished character-based cartoons right on their desks, using a Mac and the latest 3D animation software—software smart enough that you can do it too.



FIND THE
ANIMATION,
DEMONSTRATIONS,
and other
goodies on
The Disc.

That doesn't mean 3D cartooning is easy. As Bill Tytla, one of the great Disney animators, once said, "There is no particular mystery to animation... it's really very simple, and like anything that is simple, it is about the hardest thing in the world to do." You have to be producer, director, actor,

screenwriter, gag writer, sculptor, animator, background artist, art director, lighting technician, cinematographer, sound engineer, and digital video editor, all rolled into one. Luckily, many Mac 3D-animation programs are now powerful enough to handle the extreme demands of character animation. The question is: Are you ready?

Let's see just what is involved. We'll take you step by step through the creation of a 30-second 3D cartoon, which you can view in QuickTime format on The Disc. This animation was created with Specular Infini-D, but the general principles of 3D animation are much the same no matter what animation program you are using.

step 1

DEVELOP A CONCEPT

Begin with a concept—a character idea, a cartoon, a sketch, a simple gag, or action. Develop your idea in a series of thumbnail drawings or a storyboard that fleshes out the setting, defines the action, and specifies facial expressions, dialogue, and sound effects.

Many animators practice in front of a mirror to observe the finer aspects of face and body gestures, but you can also videotape someone going through the motions in your storyboard and use that for timing and reference. At the same time, you may want to record and time any dialogue and crucial sounds. At this point, you should have at least a rough idea of how long your animation will be—and therefore, how much work you have ahead of you.

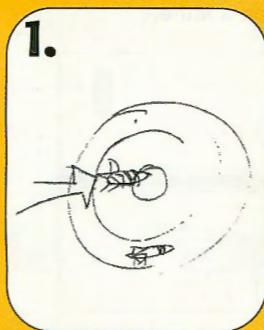
The essence of character animation, whether 2D or 3D, is of course, the right character. Without a lively, engaging star, the animation falls flat. This animation started with a simple pencil sketch of the main character, Dennis, sitting at his workstation; his proportions, expression, and general attitude are already in place. Even if you can only draw stick figures—and a lot of good animation has been created with the simplest of characters—it's quicker and more convenient to work out the concept on paper rather than using a drawing program.



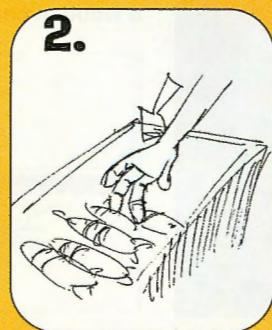
IT'S A RRRRUUFFF LIFE! Our hero, Dennis the Dog, started out as a simple pencil sketch—this

step is where most animations are born. Give this dog his day with life and a little attitude.

Story Board (every story tells a thousand pictures)



1.
BULL'S EYE! Dennis hits Bill Gates squarely.



2.
GRAB A DART. To make the animation realistic, Dennis needs to pick a dart.



3.
READY, AIM, FIRE! Dennis throws a dart.

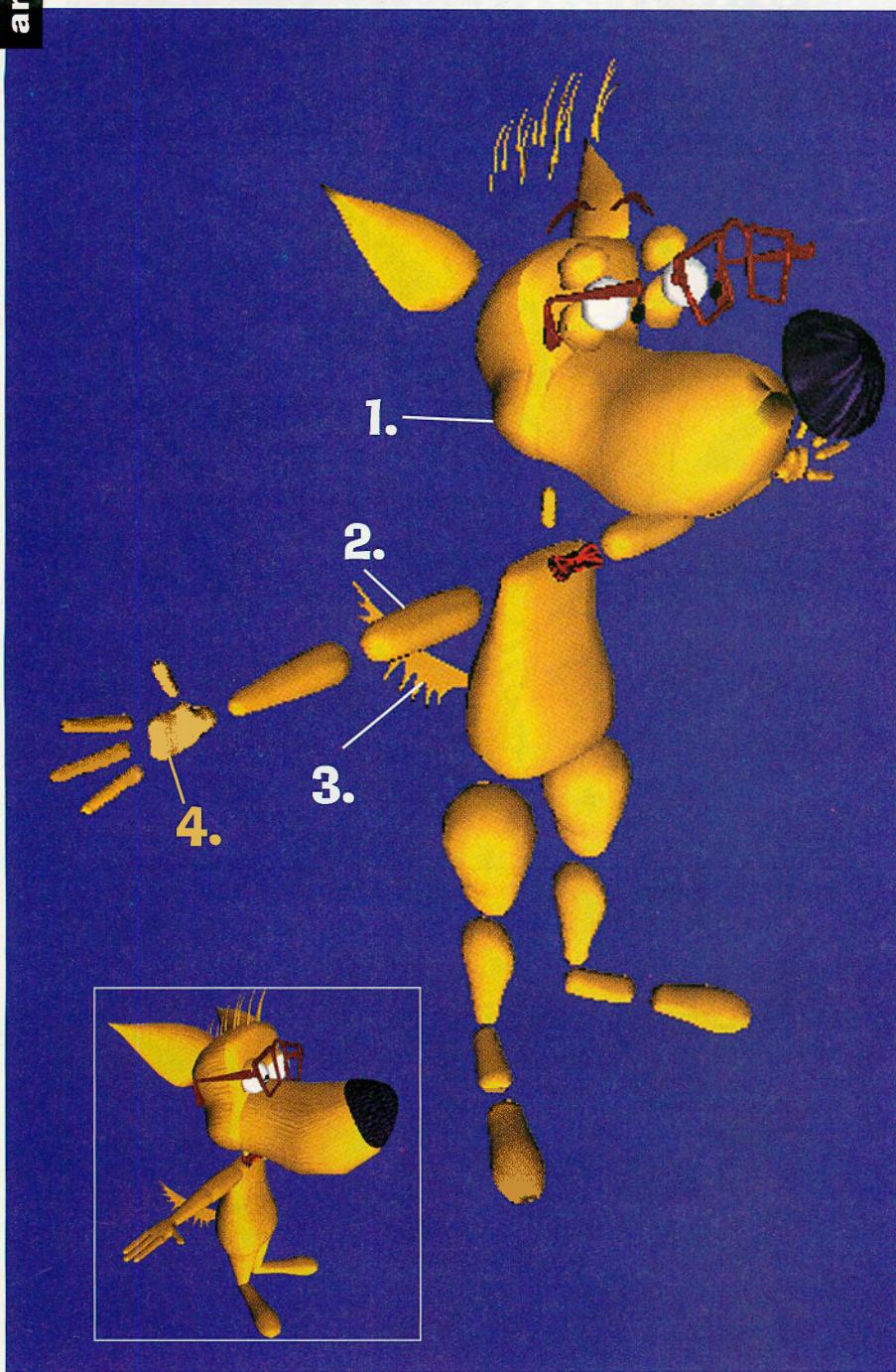


4.
VOILA! Dennis sits back, proud of his accomplishment.

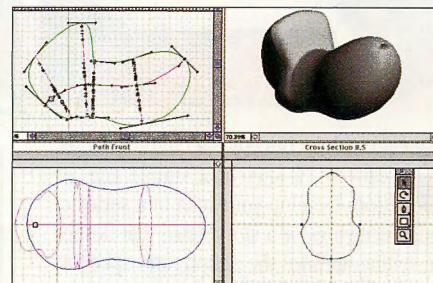
Now the 3D work begins. Build the character piece by piece in your animation program's model workshop. Aliens and robots can be made any

way your imagination dictates, but for a cartoony character like Dennis, you'll want to follow certain conventions of cartoon design: large head, stumpy body, short legs, four digits

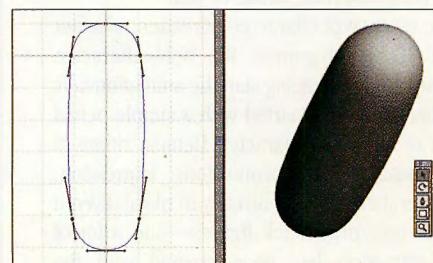
per hand. Study old Saturday morning cartoons to see how character can be indicated with just a few shapes and lines, and aspire to the same economy in 3D construction.



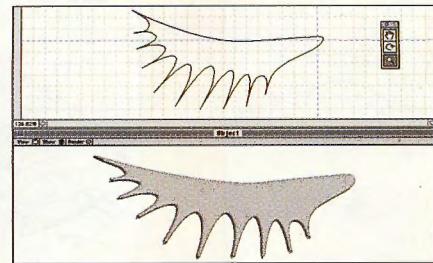
Dennis is made up of many smaller objects created with several different modeling processes. Here's Dennis in an exploded view. Note that he is assembled much like a jointed plastic doll—in fact, a close study of dolls will give you a good basic understanding of how to build 3D figures. Also note that all the parts must be linked together so that they move as one. The linked Dennis is shown inset.



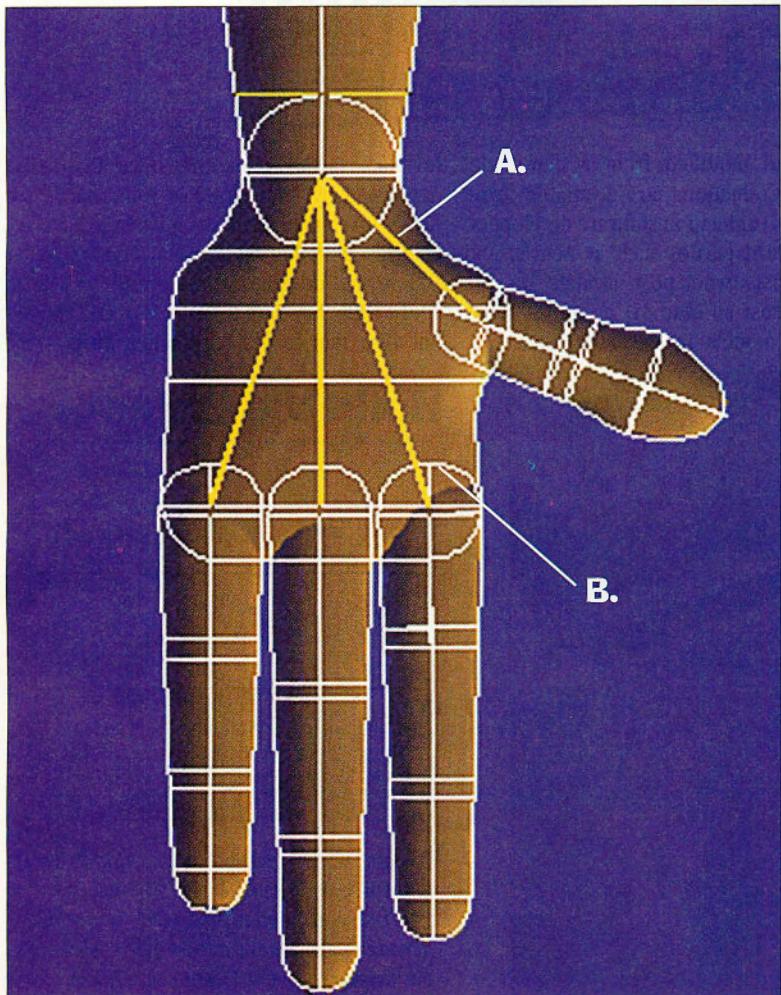
1. The head and other parts of Dennis were modeled in Infini-D. The head is a complex object created with several techniques, including skinning (a process of applying a skin to cross sections) and extruding or pulling along a path. The side view (upper left) shows the model's cross sections: the bulkhead that gives shape to the hull of a ship. See the glossary at the end of this article for 3D definitions.



2. The upper arm is a simple lathed object. A curve was drawn on one side of the vertical center line in the window at left. The modeler then revolved the curve around the center line to make a tapered, rounded cylinder. The action is a bit like turning a wooden chair leg on a lathe.



3. The tail started as a Bezier outline (top) and was then extruded—thickened—to make a thin, flat shape. Then the edges were rounded off with a bevel.

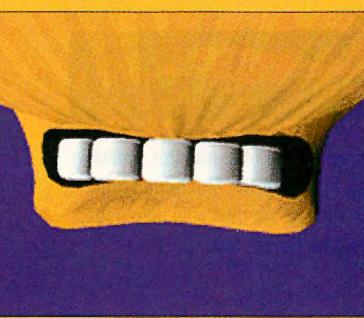
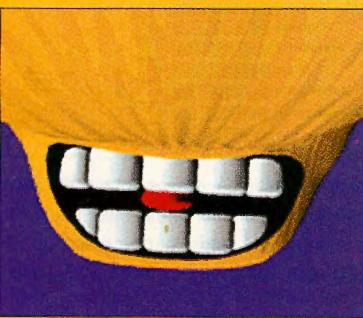
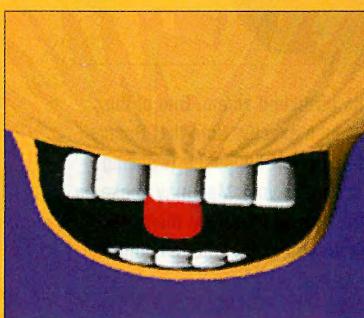
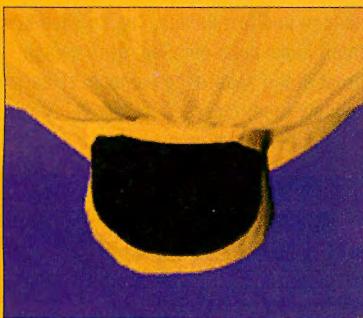


4. Jointed models aren't simply a bundle of more-or-less separate objects sewn together like a rag doll. All of the objects must be linked together in a logical hierarchy—a family tree with parent objects linked to and influencing the movement of child objects.

A. For example, Dennis' palm is the parent object to the fingers, as shown by the yellow tree diagram in this picture. (The outlines of the parts of the hand have been made visible.) Move the palm, and the fingers go along for the ride. With inverse kinematics, the relationship works the other way, too; move the fingers and the palm moves with them, subject to movement constraints that, if set up correctly, match those of a real hand. Character animating with inverse kinematics is much faster and easier than with the one-way hierarchical method. That's why most companies are adding this feature to their programs.

B. Another key construction detail: Note in the wire-frame picture that the forearm and fingers end in hemispheres. This prevents unsightly gaps from opening as joints are flexed, as would happen if cylinders with flat ends were used. The same trick was used for arms and legs, too.

Mouth Movement



It takes eight mouth positions to make your character say all the phonemes in English; some are pictured here. You can probably get by with four basic positions: open mouth with teeth together; open mouth with teeth parted; closed mouth; and rounded "oh" mouth. The mouth was cut into Dennis' head with a Boolean shape (using a subtract operation); teeth and tongue are smaller objects stuck inside the mouth.

AMAZING! A dog that can talk. Here Dennis has been trained to say the word "MacAddict" using four of the eight basic mouth positions.

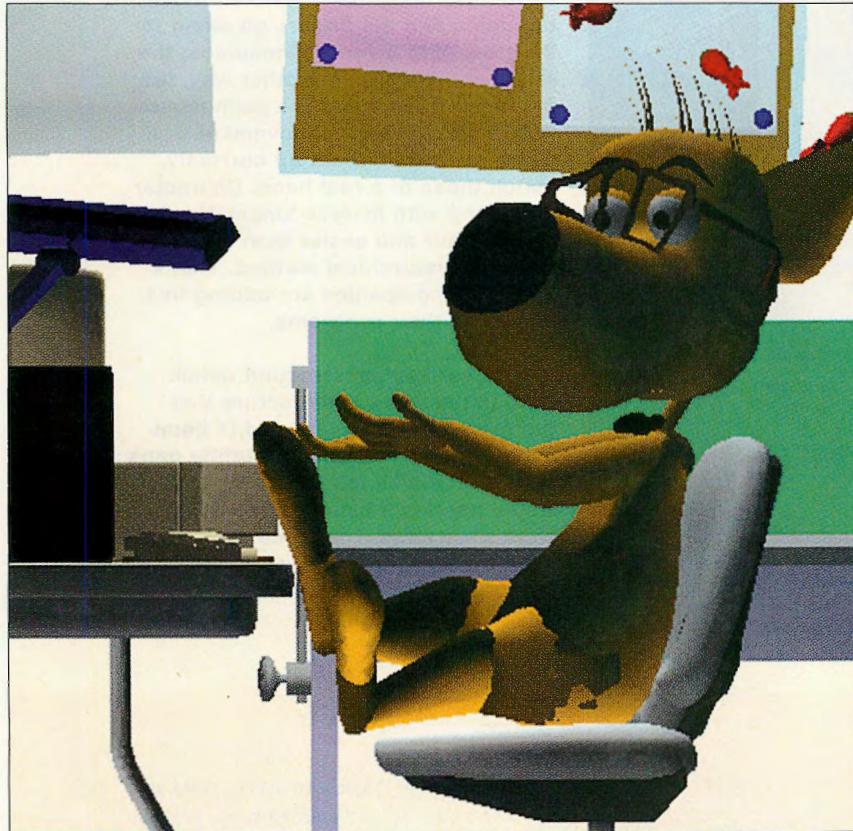
step 3

MAKE THE SCENE

Next, give your character a stage to act in. Dennis' computing nook is a very simple box furnished with a couple of tables, some office equipment, and a few other items. Some were built from scratch using the same basic techniques used to build Dennis; others, such as the office chair, were

imported and modified from a clip-model collection. Collections are available from most of the 3D animation software developers, as well as third parties such as Acuris, and from hobbyists who post models on the Internet. Almost all Mac 3D programs today can import models in the 3DMF and DXF

formats; 3DMF, the 3D metafile format developed by Apple for use with QuickDraw 3D, is preferred because it includes surface textures and other model details that the older DXF format does not. But, nevertheless, don't spurn DXF; there are thousands of DXF models out there that can save you much work.



A quick render done in QuickDraw 3.0 shows the basic layout of the furnished scene. One of the biggest headaches in 3D scene creation: making sure that objects touch exactly. Note that Dennis' raised foot doesn't quite meet the table; that gap was later closed as part of the scene-tweaking process. Another tip: Don't put too many complex objects in your scene, or your Mac may choke on all the computation involved. One trick is to show objects only in the frames that need them, and make them invisible or delete them when they don't show or aren't very noticeable. See if you can spot where we did this in the QuickTime movie.



More objects—the Mac monitor, showing an image map with the MacAddict logo. The side view of the dart was also used on the "Gates Darts" box.

Build the Objects...



Custom textures and surfaces impart 3D realism to the objects in your scene. Often you'll have to apply several different maps and textures to a surface to achieve the effects you're looking for. For example, Dennis' Power Mac 7100 started as a couple of beige boxes stuck together. Then (top) a bump map was added to the front bezel. The darker areas in the grayscale bump map rendered as shallow depressions. An image map created in Photoshop (middle) added the Apple logo and text details. The finished Mac (bottom) looks quite detailed, even though the front of the underlying model is actually completely featureless.



Creating and adding surfaces is typically done through a dialog similar to this one in Infini-D. The more textures and maps your program will let you add, the more realistic your models will look.

Now comes the hard part—moving the character in a believable way. Using the program's animation sequencer, set up one keyframe after another, moving the models, cameras, and other scene elements from each main position to the next. The animation program figures out all the incremental movements in between.

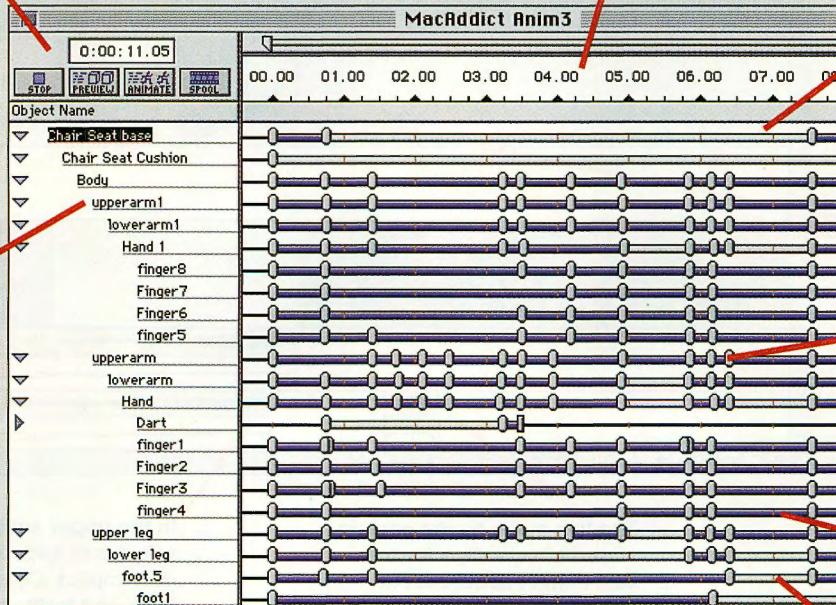
Getting the main movements right is hard enough. But you'll also want to keep your character alive by adding small additional movements of the face, head, arms, and hands. Our bodies are never really still; neither should your character's be.

Animation applications that offer inverse kinematics, the ability to move a parent object by moving its child—for example, moving the whole arm by just moving the hand—make realistic character motion much easier to achieve. Motion and timing can be made more precise by tweaking the motion path (the path that each moving object takes) and by adjusting velocity graphs (graphs that display the speed at which an object is moving), if the program offers these helpful features.

Fine movement control requires plenty of tweaking in the animation sequencer, a kind of timeline/spreadsheet for choosing keyframes, marking events, and adjusting the timing and other parameters for every object in the scene. In Infini-D's sequencer, the time base—in seconds—is at top; down the left side is the outline of the object hierarchy. Each object, whether model, camera, or light, has its own track, and each mark on the sequencer indicates an event for that object.

These buttons are for previewing and rendering your animation while the field above it shows the current point in time of the scene.

The Animation Sequencer Explained



Each object in the scene is shown in a list, revealing its hierarchical relationships. Child objects are below and tabbed to the right of their parent objects. Note, for example, that the fingers are child objects to the hand, the hand to the lower arm, and so on.



animate!

Here are all of the scene elements rendered in fast-shading mode. All the models are in place, Dennis is in one of his poses, and a camera move (the spline path that curves around behind him) has been partially blocked out. Most of the finished animation will be viewed from that camera, but there are two other cameras, not visible here, for the short cut-scenes—one showing a close-up of the dart board, and another under the chair, showing the dart box.

At this stage the lighting still needs to be adjusted. Getting the lighting just right is essential for creating a professional-looking production; of primary importance is making sure that the character is clearly lit.

The timeline at top is marked in seconds, providing a measurement of how long each movement takes.

This is where the keyframes for the movement of each object are marked. It shows you at a glance which objects are moving and when, and allows you to adjust timing for any particular movement. Each line corresponds to an object on the list at left.

Each tick represents a keyframe. You can slide the ticks along the line to adjust the timing of motions. Double-clicking on a tick brings up controls for fine-tuning the motion path of the object.

Blue lines between the ticks indicate that the object is moving between two keyframes.

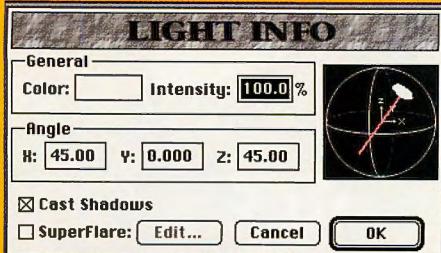
Gray lines indicate that the object is not moving.

Flip the page for more of Step 4

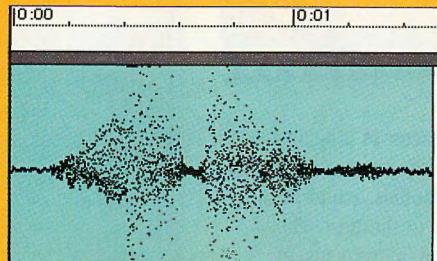
Lights, Sound, Action!

Step 4 continued

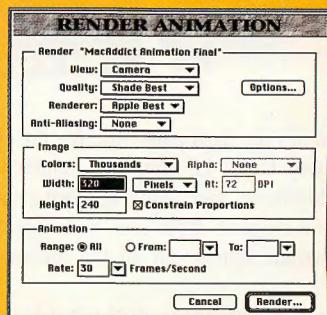
animate!



A lighting dialog provides control of the intensity, color, and direction of each light in the scene. To interactively adjust the angle of the light, just drag the white oval around on the surface of the globe in the black area at right. All 3D animation applications offer the ability to place wide, spot, and other lights anywhere in the scene. The finished lighting setup included one bright overhead light, spotlights on the upper and lower parts of Dennis' head, a small light to illuminate the dart box label, and another light in the desk lamp.



If the character speaks, you must time the action to the length of the recorded dialogue—not just the mouth movements, but also gestures and other actions. Earlier, the word "MacAddict" was recorded directly into the Mac with Macromedia's SoundEdit 16, then timed. Dennis' mouth and hand movements were synchronized to it, as was the camera move, which had to pause long enough for him to deliver the line.



You've been doing fast QuickDraw 3D renders to check your animation. Now it's time for the final render. You have many options: render quality (crude and fast vs. high-quality and slow), animation size (small=fast, large=slow), frames per second (more=smoother movement, but longer render times), etc. Unless your animation requires ray-tracing, go for a lesser-quality but quicker render mode. Chances are you'll need to fix something and render all over again.

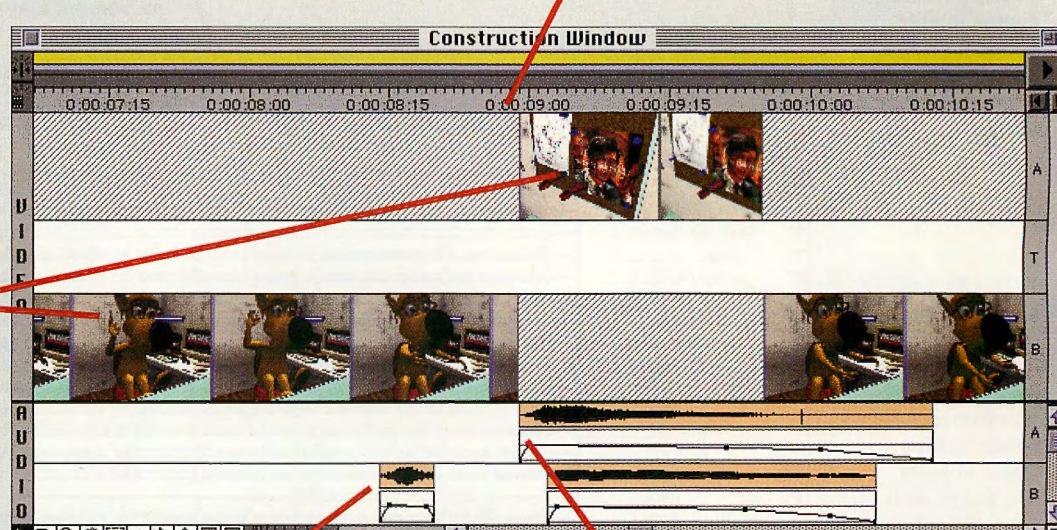
step 5

GO TO POST

Now for post-production. Pull your movies into a video editing program such as Adobe Premiere and start cutting. Add dialogue, sound effects, and a music track, either recorded on your Mac or grabbed from a clip-sounds collection.

With Adobe Premiere 4.2, you can add as many tracks of video and audio as you like. Go ahead, layer on the sound effects—they add life and humor to the animation. We added sound effects for the darts—a whoosh and boing for the impact—a creak when the chair turns, and lead-in and lead-out sounds.

This is Premiere's construction window, where the final animation is assembled. This animation has two video tracks, with a track between them for transition effects such as dissolves and wipes. This sequence starts along the lower track as it shows Dennis throwing the dart; cuts to the upper track for the dart impact; then cuts back to the lower track for Dennis' reaction.



The two audio tracks contain sound effects clips for the dart impact sequence. In the lower track, the short sound clip is a whoosh sound and the long clip is a boing sound.

Premiere shows the timing of the movie along the top. The sequence shown here takes about 3.5 seconds. Each longer tick is 1/15 of a second—the length of time it takes to play two frames of a 30 fps animation.

In the upper audio track, a whipcrack effect was added to emphasize the dart impact. Clips can be dragged back and forth along their tracks until they sync up exactly with the video. In Premiere 4.2, you can have as many audio tracks as you like, all playing at the same time.

Super 3D Glossary

Want to sound like a 3D god? Just utter a few cryptic lines about “morphing the texture map” and “ray-tracing to the slave camera.” But first check out this list of essential 3D terms before you trip over a bump map and hurt yourself.

3DM 3D metafile; Apple’s native file format for QuickDraw 3D. Any QuickDraw 3D-compatible program can use objects stored in this format.

animation sequencer A timeline for controlling and editing movement. Typically, it allows you to choose keyframes, mark events, and adjust timing.

Booleans General reference to the ability to cut holes into models. The term comes from Boolean algebra, the math of the intersection of sets.

bounding box A simple representation of a 3D object as a hollow box.

distributed rendering A process that lets you use multiple Macs to render an image. Greatly speeds rendering time.

DXF The most common 3D model file format; inferior to 3DMF in that it does not include mapping information or lighting and cameras. DXF also does not support hierarchical linking or spline geometry.

extruding A 3D modeling operation. It’s like squeezing out a new object as if it were hot plastic oozing through a shaped nozzle.

flat shading A quick rendering mode that renders color and volume; often has minor imperfections.

frame rate The number of frames per second (fps) in an animation. An animation with a higher frame rate plays more smoothly than one with a lower frame rate, but it takes longer to render.

Gouraud shading A fast, moderate-quality rendering mode that shows colors and shading, but no mapping, shadows, reflections, or transparency.

hierarchical linking Connecting parts of a model so that they move in relation to each other. In a character model, the arms are linked to the body.

inverse kinematics (IK) Method of model animation that yields more natural movement. With IK, you can move a character’s hand and the arm will follow. In programs without IK, you must move the arm in order to make the hand move.

keyframe Frame that defines the beginning or ending of a motion or sequence.

lathing A 3D modeling operation that creates a new object as though it were turned on a lathe.

motion path The path a moving model takes; usually an editable spline curve.

object hierarchy Parent-child relationship of linked objects in a model. A hand object is usually a child object of the arm, and therefore

lower on the hierarchy.

Phong shading A high-quality, all-purpose rendering mode that portrays accurate texture maps, and may also use various tricks to render shadows, reflections, and transparencies.

polygon A patch (often triangular) used to define the surface of a model.

procedural texture An editable “shader,” such as wood, stone, or skin, that is applied to a surface at every point in the world. While texture mapping uses an image to apply surface effects, procedural textures need to be created within the animation program, and cannot be exchanged between programs. Some programs don’t support procedural textures.

QuickDraw 3D Apple’s system-level 3D software. It provides a fast basic rendering engine and 3D display window that any program can use, plus 3D metafile (3DMF) and 3D hardware accelerator support.

ray-tracing The highest quality—and slowest—rendering mode found in most animation programs. It can portray shadows, true reflections, and transparencies.

render To create a 2D representation of a 3D model or scene.

render farm Many networked computers used exclusively for rendering animations. See distributed rendering.

renderwander What 3D animators do while the program is rendering.

scene The complete 3D area to be rendered, including all models, cameras, lights, and motions; analogous to the set in film or the stage in theater. Also called environment or world.

skinning A 3D modeling operation; stretching a surface over interior cross sections. Also called lofting.

spline An editable curve used to define the shape of a model. Also called curve or spline patch.

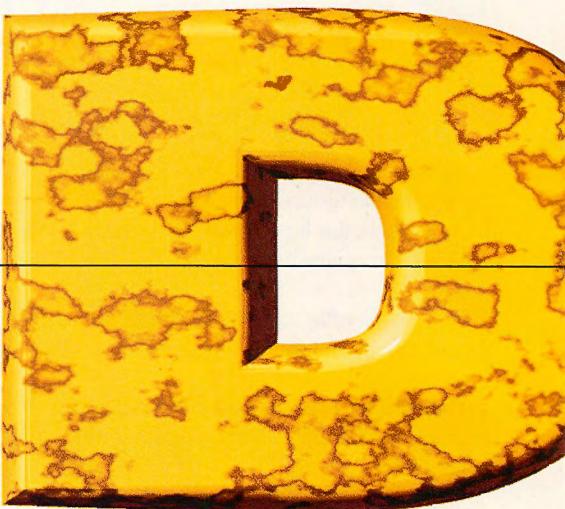
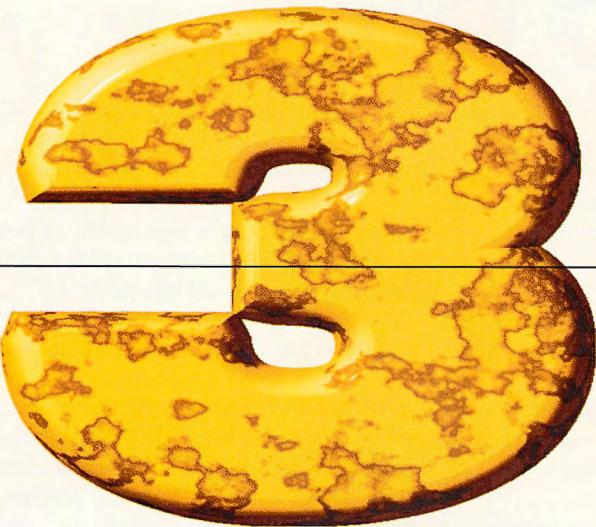
sweeping A 3D modeling operation that combines lathing and extruding to create, for instance, springs or spirals.

texture mapping Applying one or more effects to the surface of a model. Image mapping projects a picture or movie onto the surface. Bump mapping applies a grayscale image that renders as low bumps or ridges. Maps can also be applied for transparency, reflectivity, and most other surface attributes. Also called image mapping.

velocity graph A graphical representation of 3D object velocity. Dragging on the lines of the graph adjusts the velocity of the selected object.

wire-frame Fast but low-resolution rendering algorithm that displays only the splines or polygons that make up the model. ☐

Contributing editor Steven Anzovin writes regularly for computer and contemporary art magazines. In his free time, kids and dogs jump on him. Raf Anzovin made his first computer animation when he was eight years old. Today, at 14, he runs a 3D design and animation business from his home in Amherst, MA.

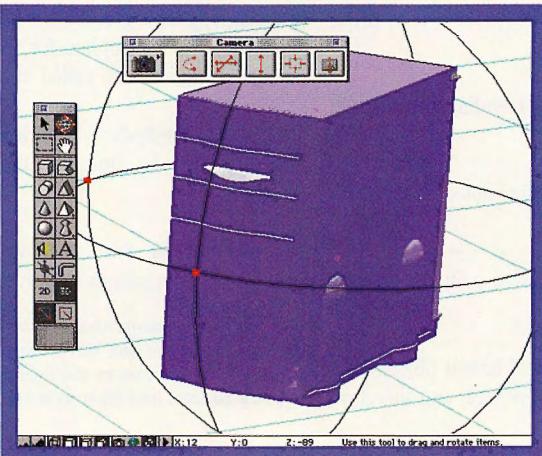


So we've shown you what it takes to create a 3D animation. And you're itching to try it yourself. But, hey, you've got a problem. You don't have any 3D software. In fact, you don't even know what programs are out there for the Mac (and you certainly aren't going to find out by browsing through the shelves at your local big-name electronics store).

What tool to use?

by Steven Anzovin and Raf Anzovin

If you want to get into 3D as easily as possible, 3D World is a good place to start.



So we've shown you what it takes to create a 3D animation. And you're itching to try it yourself. But, hey, you've got a problem. You don't have any 3D software. In fact, you don't even know what programs are out there for the Mac (and you certainly aren't going to find out by browsing through the shelves at your local big-name electronics store).

Never fear. We've taken the pain out of figuring what's available and what each product does, by reviewing 11 major packages for you. One or more of these is bound to meet your needs. If not, just hang on—more 3D software is on the way.

3D World



DEVELOPER: Microspot USA

CONTACT: 800-622-7568;

<http://www.microspot.com>

PRICE: \$139 (srp)

GOOD NEWS: Basic introductory tool for learning 3D. Excellent use of QuickDraw 3D. Unbeatable price.

BAD NEWS: Primitive animation. Doesn't support photorealistic rendering. Requires Power Mac with 16MB of RAM and a QuickDraw 3D accelerator board for best results.

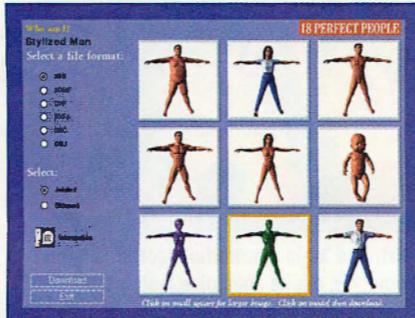
Not sure where you want to go with 3D? For \$139 you can do painlessly investigate 3D World, the first completely QuickDraw 3D-native application. Placing ready-made objects in simple scenes is easy; just drag and drop objects from 3D World's libraries onto scenes that you've

ilemma:

created, then use QuickDraw 3D's standard tools to zoom around and rotate the scene. Placing lights and cameras is also easy, as is building simple models. But you'll soon bump up against 3D World's limitations.: The animation is simple; the modeler, despite some surprising abilities like Booleans, is really stripped down; and the render quality is crude. You also need a QuickDraw 3D accelerator board to see Booleans, textures, shadows, and transparencies.

18 Perfect People

DEVELOPER: Acuris
CONTACT: 800-OK-ACURIS;
<http://www.acuris.com>
PRICE: \$399 (srp)
GOOD NEWS: Pre-built, accurate human models. Excellent value.
BAD NEWS: Only nine different models. More model variation needed.

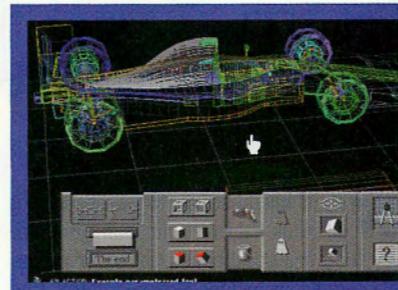


Well, they're not all perfect, but at least these people will give you a head start on modeling.

Want to jump right into animating people? Save yourself immense trouble with this disc, which contains nine highly detailed and accurate human models in two versions, single-skinned or jointed (the jointed versions work best with most Mac programs). The disc includes three female, five male, and one infant model. All are in 3DMF format, as well as other formats—a real bargain when you consider how long it would take to build your own people. Check out Acuris's other 3D clip-object collections, as well.

Amapi 2.11

DEVELOPER: Yonowat
 (distributed in the U.S. by View By View)
CONTACT: 415-775-6926;
<http://www.yonowat.com>
PRICE: \$395 (srp)
GOOD NEWS: Has some modeling capabilities found in no other program.
BAD NEWS: Provides a modeler only. Bizarre, unMac-like interface. Low-quality rendering. No hierarchical linking.



Amapi's real strength is in creating organic shapes like faces: Despite an odd interface.

Yonowat's Amapi ("You know what? I'm happy") is an odd-looking program for creating 3D models—it doesn't do animation. The arc of tools down the right side, and the peculiar dialog boxes, will look and act unfamiliar to Mac users. More troubling, the package has no object linking and a poor-quality renderer. But you can do things with Amapi that you can't do with other programs—for example, sweep out a shape from up to four curves, then change the resolution of any part of a model, so that the face of a character has more fine detail than the back of the head. Amapi is especially useful for making special shapes or in support of an animation program that has no modeler, like ElectricImage.

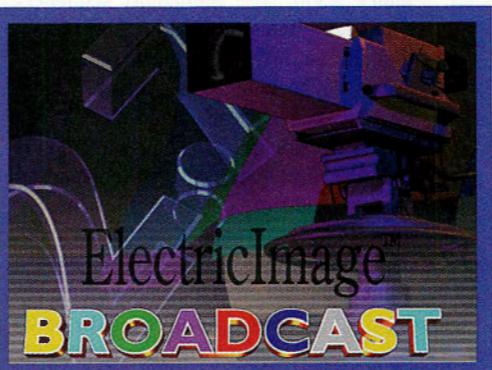
ElectricImage Broadcast 2.7

DEVELOPER: ElectricImage
CONTACT: 818-577-1627;
<http://www.electricimg.com>
PRICE: \$2,500 (srp)
GOOD NEWS: Powerful, professional-level

animation product. Superb speed. Many essential features, such as motion blur, not found in competing products. Well-written and complete documentation.

BAD NEWS: No modeler. Requires hardware key to run. Limited to PAL screen size. Requires 32MB of RAM just to run.

ElectricImage Animation System (EIAS), along the only professional-level animation software for the Mac, is out in a new broadcast version that brings this \$7,495 software to you at a lower price point. You get the same fast rendering speed, advanced lighting effects (including light rays and glow lights), inverse kinematics for character animation, motion blur, and high-quality anti-aliasing. But the maximum output resolution is PAL format (768 x 576 pixels), the highest resolution broadcast-video format in use. And there's a pesky hardware key, and no modeler—you'll have to shell out for another program to build your models.



Powerful and expensive, ElectricImage Broadcast is the animator's to-die-for package.

ElectricImage Scholastic Edition

DEVELOPER: ElectricImage
CONTACT: 818-577-1627;
<http://www.electricimg.com>
PRICE: \$795 (srp)
GOOD NEWS: Many of the features of its higher-end sibling at a nice price. More moderate hardware requirements. Unbeatable as instructional tool.
BAD NEWS: No modeler. Requires hardware



key to run. Some higher-end features disabled. Small animation window size. Sold only through educational channels.

ElectricImage Scholastic is a somewhat dumbed-down version of ElectricImage Animation System for the educational market. Though it sports a sub-video maximum frame size (512 x 384), it's still a good deal for students seeking to gain experience with an advanced package widely used in the film and broadcast industries.

Fractal Design's Raydream Studio

DEVELOPER: Fractal Design's Raydream

CONTACT: 800-297-COOL;

<http://www.raydream.com>

PRICE: \$499 (srp)

GOOD NEWS: Inverse kinematics.

Comprehensive animation timeline/sequencer. Wizards make it easier to create models and scenes. Includes a library of 500 clip-models.

BAD NEWS: No animation wizard. Slow rendering. Poor documentation.

RayDream Studio offers a lot of bang for the buck. It's the only Mac program that offers inverse kinematics for under \$500. The animation sequencer (called the Total Control Timeline) is well-thought-out and complete. Wizards make it easy for beginners to set up basic models and scenes (ready-made models and scenes are included). Though beginners will also find the texturing tools overly complex, and the deformer tools, essential for character animation, hard to control because they accept only numerical input. Plus, the animation documentation is skimpy. Version 4.1 adds QuickDraw 3D support, and support for GIF and JPEG file formats for Web animations.



A long-time contender, Raydream Studio offers incredible bang for the buck, including some high-end features.

StudioPro 2.0

No Rating

DEVELOPER: Strata

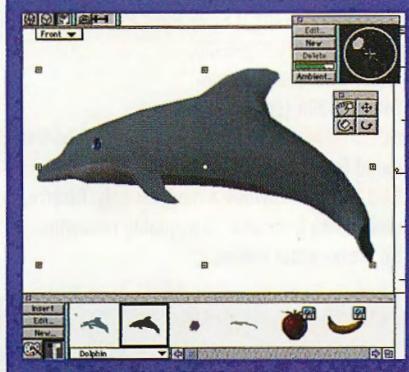
CONTACT: 800-678-7282;

<http://www.strata3d.com>

PRICE: \$1,495 (srp)

GOOD NEWS: Wide range of capabilities, including inverse kinematics, skeletal control, motion blur, lens flare, Boolean modeling, and metaballs. High-quality rendering.

BAD NEWS: Some features need polish.

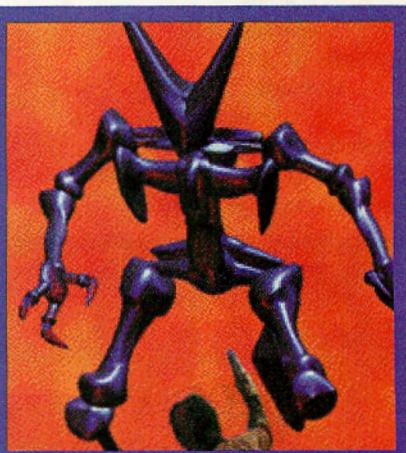


With StudioPro Blitz, you can create and animate a jointed skeleton within a model.

animator. Some advanced spline modeling capabilities. Excellent morphing control. Shares many interface conventions with other Macromedia applications.

BAD NEWS: Relatively weak animation capabilities. Doesn't support QuickDraw 3D.

As a 3D modeling and rendering environment, Extreme 3D has much to flaunt. Of particular note are its advanced skinning capabilities; it can make very complex organic shapes by skinning 3D-curves as well as 2D-curves; something no other program in this class can do. As an animation tool, however, it is less capable. The Score window, which will be most familiar to those who use Macromedia Director, is not as full-featured, powerful, or easy to use as the animation sequencers in RayDream, Infini-D, or ElectricImage —there is no fine velocity control, for example. But Extreme 3D's morphing—the ability to smoothly change one object into another—is very good, offering you more control than its competitors.



Extreme 3D is a powerful modeler and renderer, but its animation features are weak.

LogoMotion 2.0



DEVELOPER: Specular International

CONTACT: 800-433-SPEC;

<http://www.specular.com>

Price: \$179.95 (srp)

GOOD NEWS: Easy to use. StageHands make animating a snap. Good render quality. Good value.

BAD NEWS: Lacks photorealistic rendering. Limited modeling, linking, and texturing.

With LogoMotion, Specular's low-end product, you can do basic modeling and animation in a drag and drop environment that is easy to master. In spite of its name, LogoMotion doesn't limit you to simply creating flying logos. The program has

Extreme 3D 1.0



DEVELOPER: Macromedia

CONTACT: 800-457-1774;

<http://www.macromedia.com>

PRICE: \$690 (srp)

GOOD NEWS: All-around good modeler and

a functional modeler to make simple characters and other objects, though it lacks the hierarchical linking necessary for more complex creations. But the real value is in LogoMotion's StageHands: ready-made animation templates, complete with objects, cameras, lights, and motion paths, that simplify many common tasks. LogoMotion includes 500 StageHands.



There's just no easier way to create moving, flying, and twisting logos than with Logomotion.

Infini-D 3.5



DEVELOPER: Specular International
CONTACT: 800-433-SPEC;

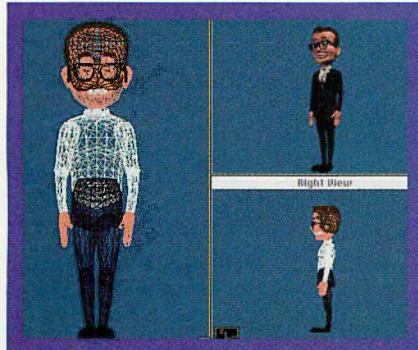
<http://www.specular.com>

PRICE: \$695 (srp)

GOOD NEWS: Balanced all-around package. Competent spline modeler. Excellent texturing. Well-designed animation sequencer. High-quality output. Cool lens-flare feature.

BAD NEWS: No inverse kinematics. Can't model more than one object at a time in the modeling workshop.

The 3.5 upgrade of Infini-D adds some flashy features, especially an end-all lens-flare tool—great for sci-fi effects like creating glowing rocket engines or laser blasts—and rendered Booleans (which let you cut holes in rendered models). The rest of the package remains a solid all-around



The newest version of Infini-D includes flashy features such as a lens-flare tool.

modeler and animator. Among its strong features are a spline-based model workshop; flexible, powerful texturing; a well-designed animation sequencer with velocity graphing for most functions; and high-quality output. But Infini-D still doesn't have inverse kinematics and other character-animation features, and you can't model more than one object at a time in the workshop, which is a major inconvenience.

Poser



DEVELOPER: Fractal Design

CONTACT: 408-688-8800;

<http://www.fractal.com>

PRICE: \$199 (srp)

GOOD NEWS: Unique human figure-posing program. Offers inverse kinetics. Includes many varieties of body types. Offers DXF export of models.

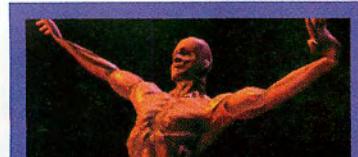
BAD NEWS: No animation. Mediocre render quality. No way to import models.

Want to learn how the human body moves? Poser is a good place to start. It gives you on-screen 3D mannequins in a wide variety of body types to pose in infinite positions. Inverse kinetics (a way of making movement natural) makes creating poses very easy, and you can customize lighting, too. But beyond this, Poser's usefulness to 3D animators is limited. There's no animation, model detail and render quality is mediocre, and while you can export your posed humans to other 3D programs, the models won't have joints or textures. Poser is really best suited to 2D artists who want to put 3D people into their paintings—and for this it's just a way-cool tool.

Not enough choices? Hang on. There are more 3D programs coming. First to ship will be Fractal Design's Detailer, an application for creating custom textures and painting them directly onto 3D models using Fractal's well-regarded "natural-media" tools. Hard on its heels will be Positron Publishing's MeshPaint 3D, a similar program much praised by PC animators. ElectricImage is releasing a modeling program to complement its animation software. And Newtek's Lightwave 3D, one of the most respected 3D-animation applications around (you've seen Lightwave's work on Babylon 5 and Space AAB), should be out in a Power Mac version before year's end.

3D for the Mac? The tools are here now. What are you waiting for?

Steven Anzovin has given up trying to convince Raf Anzovin not to talk 3D at the dinner table.



It's better than Barbie. With Poser, you take a 3D mannequin and pose it in a variety of positions.

Six Hot 3D-Related Web Sites

3D resources on the Web abound. We've located a few of the best for you. Also check out the corporate sites for the companies listed in this article; you'll find many free downloadables, including demos, art, and models.

1. 3D Site

<http://www.3dsite.com/3dsite>

3D Site is the nerve center for surfers seeking 3D information. With links to scores of other 3D-related Web areas, it is an excellent jumping-off point for more specialized



research.

2. 3D Artist

<http://www.3dartist.com>

This is the site for 3D Artist, the best magazine by and for 3D pros. It is currently seeking detailed "how-to" Mac 3D articles to flesh out what is otherwise a strong PC



emphasis.

3. QuickDraw 3D

<http://www.info.apple.com>

Download the latest stuff connected with QuickDraw 3D, direct from Apple: software, updates, tech specs, and 3DMF files.

4. 3D Graphics FAQ

<http://www.ridgecrest.ca.us/fx/cga-faq.html>

This FAQ tries to cover all bases when it comes to 3D graphics. Many valuable, hard-to-find answers to common questions, plus information on educational programs, products, publications, and many links.

5. SIGGRAPH

<http://www.siggraph.org>

SIGGRAPH is the Association for Computing Machinery's (ACM) computer graphics special interest group. It's also the name of the top computer-graphics show of the year. Here's where the 3D movers and shakers hang out. Much advanced technical information, many links to research groups, cool downloadable image files.



6. GWEB

<http://www.gweb.org>

GWEB is an electronic trade journal for the computer animation and graphics industry. It features behind-the-scenes news and interviews with industry leaders, events coverage, a career section, lists of educational programs, and links to other computer animation and graphics sites.



Macs Are Too Expensive—Another Myth Debunked

Tired of hearing that PCs are cheaper than Macs? Then consider this: While computer prices fluctuate from minute to minute, on this particular day in August, Power Computing's brand-new PowerBase 200 stacked up quite nicely against the brand-new Compaq Presario 8710, even with some nifty added features, like a joystick and multimedia speakers. Both of these computers

are hot off the manufacturing line from their developers and both sport comparable features. Now, notice the bottom line. We also compared a Performa 6400 with a Packard Bell and got similar results. Next time somebody gives you grief about "Well, PCs cost less than those overpriced Macs," show 'em this and ask for their opinion after they've read it. —David Reynolds



PowerBase 200
Bottom Line: \$3,221

Software bundle: FWB Hard Disk Tool Kit PE, FWB CD-ROM Tool Kit, ClarisWorks, Grolier's Multimedia Encyclopedia, Now Utilities, Now Contact, Now Up-to-Date, Nisus Writer, Quicken SE, America Online, Compuserve, Launch CD, 250 Bitstream Type 1 and Type 2 fonts, U.S. Atlas, World Atlas, The Animals!, Novell NetWare Client for Mac.

& THEM

us&them

200MHz Pentium

This is the rough equivalent of a PowerPC microprocessor in terms of speed.

32MB of RAM

With today's computing needs, it's great to have this much elbow room.

512K secondary cache (pipeline burst)

By holding on to data until it's needed, the secondary cache boosts performance.

3 PCI slots

Want to expand your PC? Use these industry-standard slots to add new capabilities.



8X CD-ROM drive

Expansion bays

More Good Stuff

- 2.5GB hard drive
- 2MB EDO DRAM for video
- On-board 3D video acceleration
- 33.6 fax/modem/speakerphone

Compaq Presario 8710
Bottom Line: \$3,299

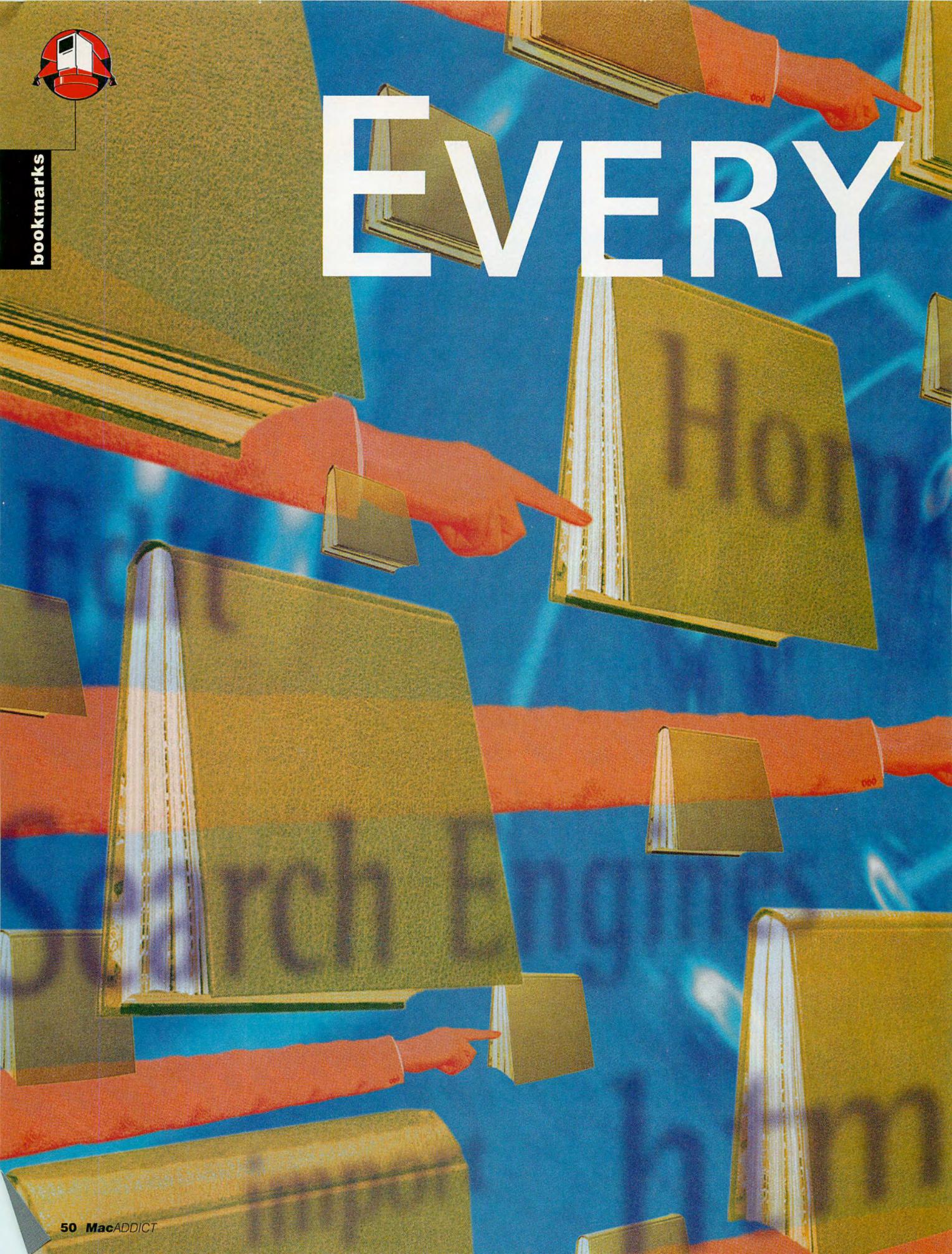
Software bundle: Cakewalk Express, CorelDraw 2, Flight Unlimited for PowerVR, Magic Carpet, MechWarrior for Power VR, Microsoft Works, PGA Tour 96, Quicken SE, Studio M.

Photos by Aaron Lauer



bookmarks

EVERY



TRICK in the BOOKMARK

by Adam C. Engst

N

No matter who you are, where you live, or which browser you use to do your browsing, one day

you too will be forced to account for your actions.

Although you may think you're immune, willy-nilly bookmarking of your favorite Web sites will not go unpunished. Even though organizing that unkempt collection of bookmarks is about as much fun as streamlining your sock drawer, it could make all the difference between spending your time surfing the Web or searching through storage.

Perhaps you're already living in fear of a burgeoning bookmark menu and you're just too intimidated by your browser's cryptic controls to clean up the mess. Don't be ashamed—many die-hard Web surfers suffer the same fate, albeit unnecessarily. By following our tips and tricks for using the bookmark features in Netscape Navigator and Microsoft Internet Explorer (MIE), you'll be able to jump right to your favorite site without first having to scroll through an endless list of links.

Mastering the basics of creating and saving a bookmark is easy. If you're using Navigator and you find a page you want to mark, choose Add Bookmark from Navigator's Bookmarks menu (or you can use the ever-intuitive Command-D). In MIE, choose Add Page to Favorites from MIE's Favorites menu or click the Add Page to Favorites button on MIE's toolbar. When you add a bookmark, both MIE and Navigator append it to your current bookmark list, using the title of the page (which appears in the window's title bar) as its name. To visit one of these place savers, choose it from the Bookmarks menu in Navigator or the Favorites menu in MIE. And that about sums up Bookmark Basics 101, but stick with just the basics and you'll soon have a long list of bookmarks so disorganized that chaos sounds reasonable in comparison.

Happily, both of these big, bad browsers sport additional features for organizing your online travels, but keep in mind that too many bookmarks is still too many bookmarks. Don't equate organization with ease-of-use—libraries are well organized, but it still takes five or 10 minutes to find any given book. You don't want to spend that much time tracking down a bookmark, so only save links to sites that you're certain you want to revisit. Gone doesn't have to mean forgotten and you can always use Yahoo or AltaVista to find less important sites again. Besides, the more bookmarks you have tucked away, the longer it takes for your browser to start up.

bookmarks

WHAT'S A BOOKMARK?
Just like the paper version, a bookmark saves your place in the Web. Make a bookmark to a site and you can jump back there with the click of a mouse. Other names for bookmarks include "favorites" and "hotlists."

5 Tricks for Navigator

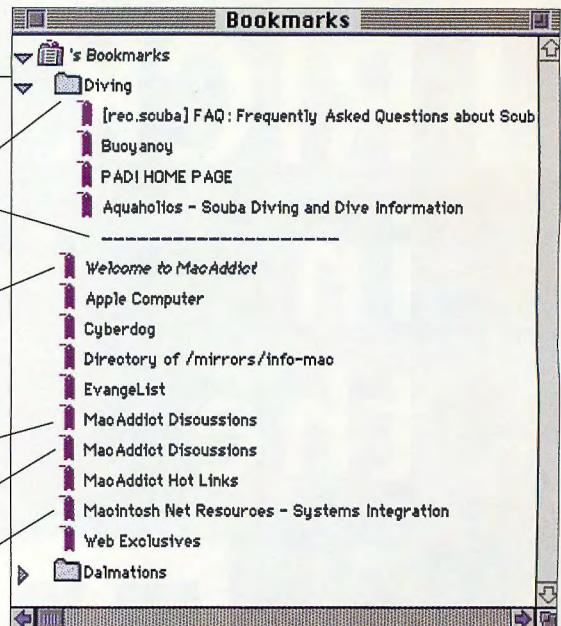
TO CREATE A HIERARCHY: add folders and separators by opening the Bookmarks window from the Window menu. Next, go to the Item menu and select Insert Folder... or Insert Separator.

TO CREATE AN ALIAS: open the Bookmarks window from the Window menu or by pressing Command-B; go to the Item menu and select Make Alias. This is handy for, say, keeping a bookmark on the main level for quick access and also nested where it belongs organizationally.

TO DELETE A BOOKMARK: select Delete Bookmark from the Edit menu when the Bookmarks window is frontmost (confusing), or drag it to the trash (clumsy), or press Command-Delete (fast). You can always choose Undo to put it back, just like a good little Mac application.

TO SORT BOOKMARKS: go to the Bookmarks Window and select the bookmarks or folders of bookmarks you want to sort. Then go to the Item menu and select Sort Bookmarks.

TO MOVE A BOOKMARK: select it, then drag and drop it to its new place in the list.



Five Other Things You Can Do in Navigator

1. Find a specific file. Select Find from the Edit menu or press Command-F. A dialog box for entering search criteria will appear.

2. Edit the name and URL of a bookmark. Select the bookmark and choose Edit Bookmark from the Item menu to bring up the window shown at right.

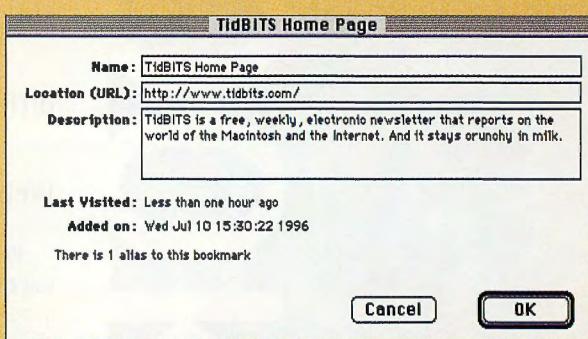
In this window, you can also add an optional description of the bookmark, see when you last visited the site, when you created the bookmark, and if there are any aliases to it. The Last Visited information is especially handy: you should go through your bookmarks every now and then to see when you last visited sites. If you haven't visited a site for a few months, consider ditching its bookmark.

3. Send bookmarks to a friend. Create a stand-alone bookmark file by simply dragging one or more bookmarks (or folders, to do a bunch at once) from Navigator's Bookmarks window to the Finder. Navigator creates the files using the bookmark names. Give the files to your friend on a floppy disk or attach them to an e-mail message. Your friend can then double-click on a bookmark or drop one onto the browser window to visit the site associated with the bookmark.

To add them to Navigator's bookmarks list, just drop them onto the Bookmarks window.

4. Import files into the Bookmarks window. Go to the File menu and select Import Bookmarks to import any HTML file into Navigator's Bookmarks window.

However, be prepared for some cleanup work because Navigator turns all links into bookmarks with the link text as the name of the bookmark. It also converts <HR> (horizontal rule) tags into

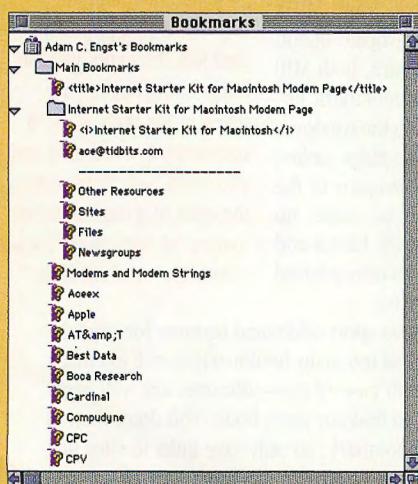


Every so often, check out when you last visited your bookmarked sites. Go ahead, you can do it: Delete rarely visited sites.

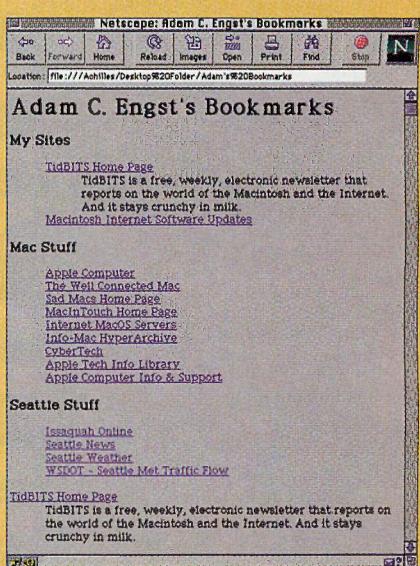
separators in the Bookmarks window, which may or may not be what you want.

5. Save your list of bookmarks. Go to the File menu and select Save Bookmark File As. You'll get an HTML file, although this time it's nicely formatted.

Alternatively, go to the Preferences folder in your System Folder and look for the Netscape folder. Inside it, you'll find a file called Bookmarks.html. You can copy the bookmarks in this file and do anything with them that you'd usually do with an HTML file (such as snag the URLs instead of retyping them).



You can import HTML files into the Bookmarks window, but be prepared to do some clean up.



You can save your bookmarks list as an HTML file and then use it to snag URLs. No retyping!

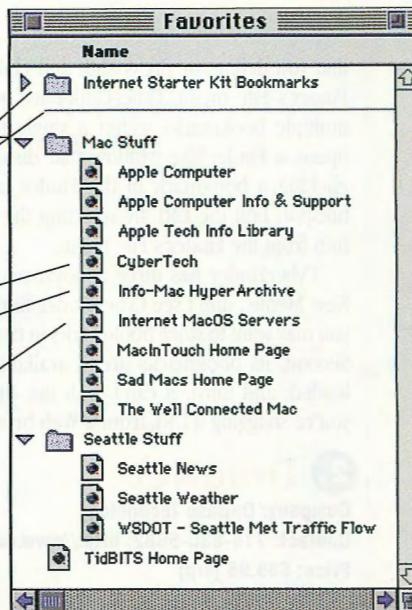
4 Tricks for Microsoft Internet Explorer

TO CREATE A HIERARCHY: add folders and separators by simply using the appropriate commands from the Favorites menu.

TO DELETE A BOOKMARK: drag one or more bookmarks to the Finder's Trash or delete a selected bookmark by pressing the Delete key. Just don't make a mistake—there's no Undo!

TO EDIT A BOOKMARK'S NAME: select the bookmark and rename it as you would a file in the Finder.

TO MOVE A BOOKMARK: select it, then drag and drop it to its new place in the list.



bookmarks

Four Other Things You Can Do in MIE

1. **Edit a bookmark's URL.** Go to the File menu, and choose Get Info (Command-I also works) to bring up a sparse window that contains only the name and URL for your bookmark.
2. **Import files into the Bookmarks window.** Go to the File menu and select Import Favorites to import any HTML file into MIE's Favorites window. Unfortunately, MIE is even more random than Navigator in how it interprets the HTML, so be prepared for some cleanup work.
3. **Save your list of bookmarks.** Go to the File menu and select Save Export Favorites. As with Navigator, you'll get a clean HTML file

and you can also access this file from within the Preferences folder in the System Folder (look in MIE's Explorer folder for a file called Favorites.html).

4. **Send bookmarks to a friend.** Again, the process is much like that in Navigator, except MIE appends a ".url" extension to the bookmark name so you know it's a URL encapsulated in a file. Also, in a bit of a competitive tweak, MIE accepts Navigator bookmarks dropped in its Favorites window, whereas Navigator doesn't accept MIE bookmarks in its Bookmarks window. Neither browser accepts the other's bookmarks dropped in its browser window.

The 7 Best Bookmark Managers

Although the current versions of both MIE and Navigator have capable bookmark management features, there are still reasons to use a stand-alone bookmark manager, not the least of which is that you might wish to support companies that are less arrogant than Microsoft ("We're Bigger Than Anyone") and Netscape ("We Wanna Be Like Microsoft").

Many people who are HTML weenies or consider themselves ragin' nitlizards change their Web browser as often as they change their underwear. I bounce back and forth between a number of browsers, and using one that doesn't contain a bookmark to the specific site that I want to visit *right now* irritates the heck out of me. Sure, I could constantly synchronize my bookmarks by, say, importing Navigator's Bookmarks.html file into MIE, and MIE's Favorites.html file into Navigator, but let's face it, that level of geekiness seriously cuts into one's sex life. Instead, I rely on Aladdin Systems' CyberFinder and just tell it which Web browser I want to use at any given time. (Free PR slogan for Aladdin: "CyberFinder: It gives you back your sex life.")

Another advantage of stand-alone bookmark managers is that they are available all the time, not just when your Web browser is running. That means you can open a bookmark and automatically launch MIE or Navigator. Finally, stand-alone bookmark managers usually offer additional features, such as additional categorization capabilities, or automatic recording of where you've been.

All of the stand-alone bookmark managers rely on a public domain utility called Internet Config. Written by Peter Lewis and Quinn (yes, Quinn has another name, but if I told you what it was, I'd

have to kill you and way too many people read this magazine for that), Internet Config acts as a central repository for Internet preferences, including which Web browser you're currently using. The bookmark managers don't include custom preferences for that sort of thing—they just ask Internet Config. A neat little extension called ICeTE (pronounced "ice tea" and spelled as it is because programmers work too late at night) also comes with Internet Config. With ICeTE loaded, you can open URLs by Command-clicking them in any application that uses Apple's TextEdit routines (that is, most programs, but generally not word processors, since TextEdit can only handle 32K of text).

It can take some investigation to figure out which of the stand-alone bookmark managers might be right for you. Luckily, most of them have free demos or exist as shareware, so it's easy to check them out (although if you end up using a shareware program, pay the fee or suffer festering bit rot on your hard disk). My favorites are described below.

1. CyberFinder

COMPANY: Aladdin Systems

CONTACT: 408-761-6200; <http://www.aladdinsys.com>

PRICE: \$30 (srp)

Because CyberFinder is a control panel, it is fully integrated with the Finder. CyberFinder bookmarks are just files, and you can organize, copy, and delete them as you would any file. To create new bookmarks, either select a URL in any application and press a hot key

4. URL Manager and URL Manager Pro

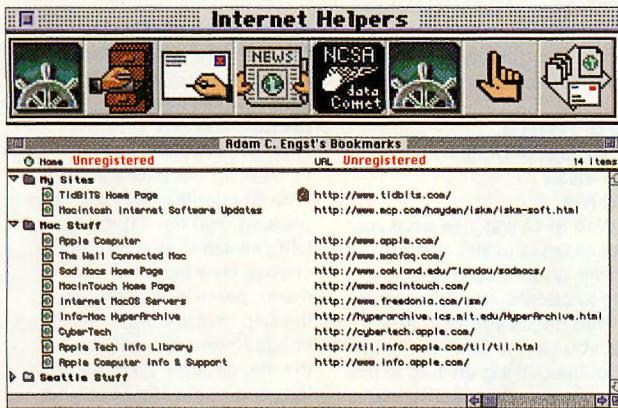
Company: Alco Blom

Contact: <http://www.xs4all.nl/~alco>

Price: \$15 shareware for URL Manager;

\$25 shareware for URL Manager Pro

URL Manager is fast, slick, and easy. Its windows look like Finder windows in Name view, but they're much more responsive. You create bookmarks by dragging URLs in from a Web browser or typing Command-N and editing the bookmark name and URL directly in the list (rather than in a clumsy dialog). You can search for text in names or URLs, and double-clicking a bookmark opens it in your specified Web browser. An Explore menu holds links to the main Web search engines, and a floating windoid provides quick links to the main Internet applications. URL Manager can import Navigator's bookmarks, bookmark files saved as HTML (it can even scan for URLs in normal text files), and it can export an HTML page of bookmarks. URL Manager Pro does all this and it installs itself in Navigator's menu bar.



SLICK, FAST, AND EASY. This bookmark manager is even more responsive than the Finder. A floating windoid (above) provides quick links to the main Internet applications.

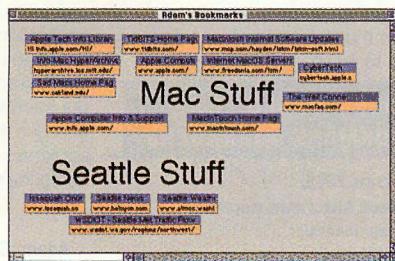
5. Web Squirrel

Company: Eastgate Systems

Contact: 800-562-1638; <http://www.eastgate.com>

Price: \$49.95 (srp)

Web Squirrel uses a graphic layout for storing bookmarks, simplifying navigation with a powerful Find feature and some easily accessed shortcuts. Support for pasting and drag and drop (from Web browsers or from other Web Squirrel documents) makes it easy to get URLs into Web Squirrel. A double-click opens the bookmark in your Web browser. This Web Squirrel runs around the Web, gathering up sites, and creating farms (Squirrels? Creating farms? Who thought of this stuff?), which contain multiple bookmarks that can be graphically grouped into neighborhoods or textually grouped into lists. You can walk or fly around your farm (what, no horse?). Agents (rather conspicuous on a farm in their dark suits)



WALK OR FLY around your bookmark farms using the oddly named Web Squirrel.

makes it easy to get URLs into Web Squirrel. A double-click opens the bookmark in your Web browser. This Web Squirrel runs around the Web, gathering up sites, and creating farms (Squirrels? Creating farms? Who thought of this stuff?), which contain multiple bookmarks that can be graphically grouped into neighborhoods or textually grouped into lists. You can walk or fly around your farm (what, no horse?). Agents (rather conspicuous on a farm in their dark suits)

watch the contents of your farm for keywords and continually gather matching sites. Web Squirrel's graphic display is screen hungry, but its organizational schemes are actually fun to use.

6. WebArranger

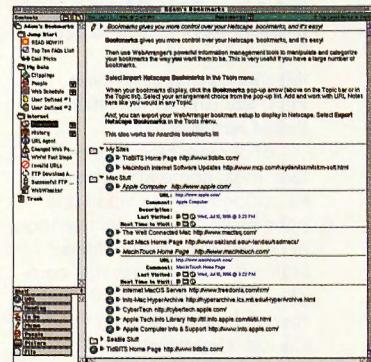
Company: CE Software

Contact: 800-523-7638; <http://www.cesoft.com>

Price: \$99.95 (srp)

WebArranger is astonishing in its scope, thanks in large part to its heritage as a personal information manager called Arrange from Common Knowledge. WebArranger can grab URLs with the press of a hotkey and can open bookmarks with a keystroke. You can import Navigator bookmarks, and—in an unusual feature—your Navigator history file. WebArranger can check bookmarks to see if they've changed, record your path through strands of the Web, and even keep trying to get into busy FTP sites. A variety of searching and sorting features are also available.

On the downside, although WebArranger uses drag and drop internally, it doesn't accept URLs dropped into its windows. WebArranger is often overkill—if you're willing to devote plenty of time to learning its features and using it constantly, it won't disappoint, but more casual users, or those wishing to start using a program quickly, will find WebArranger's myriad of options and features confusing.



OVERKILL? Not if you're an aficionado of personal information managers.

7. Web Quick

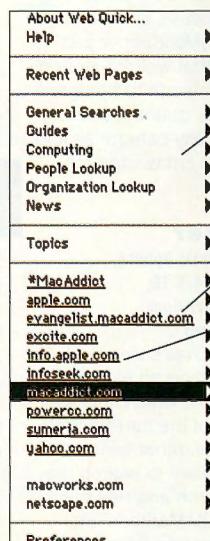
Web Quick

Company: Europa Software

Contact: 503-417-2900; <http://www.europasoftware.com>

Price: \$49.95 (srp)

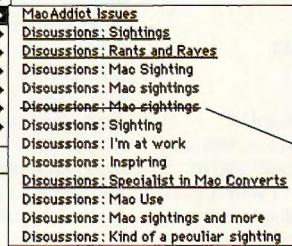
Web Quick watches where you go and records all the Web pages you visit. You can then either make some of them permanent and assign them to different categories, keep some of them as temporary bookmarks, or delete them. Neat idea.



Organize your sites by categories. You can make your own.

These sites in the "holding bin" are awaiting categorization (or deletion). Press "T" to bring up a dialog box that you use to place them in a category.

Press the spacebar to make a bookmark "permanent."



Press Delete to mark a bookmark for deletion. Once you close the window, the bookmark will be deleted.

And Then There's Everybody Else

There are a slew of other bookmark managers that don't quite match up in features or stability to the best ones. (Some not only don't match up, they're not even playing in the same game.) All of these products fall into two categories: those that have their own database for storing bookmarks and those that rely on the increasingly creaky Finder.

DATABASE BOOKMARK MANAGERS

Bookmark Manager

Company: NOYO Systems & Design
Contact: 212-697-3609;
<http://www.walrus.com/~noyo>
Price: \$20 (srp) for full version;
 limited version is free

Bookmark Manager's interface must come from the moon. Its buttons are too small and needlessly 3D, the main window isn't resizable, many of the dialogs are unnecessarily complex, and there are confusing menu commands such as Cancel, Cancel what?

Clay Basket

Contact:
<http://www.scripting.com/clay/>
Price: Free

Clay Basket is really just a different editor for the Netscape Navigator bookmarks file, which makes it fairly useless now that Navigator 3.0 is out.

ClipFiler FKEY

Contact: <http://www.giw.com/casey>
Price: \$10 shareware

ClipFiler is an FKEY (function keys, or FKEYs, are those keys marked F1, F2, etc. at the very top of some keyboards; you can assign functions such as copy or paste to an FKEY). ClipFiler is really quite cool, although its concept of a database for storing your bookmarks is just a SimpleText file. Nonetheless, ClipFiler can grab any text from any application and stuff it in that text file, and then you can use ICeTEe to open the URLs.

GrabNet

Company: ForeFront
Contact: 800-653-4933;
<http://www.fff.com>
Price: \$19.95 (srp)

I don't get the point of GrabNet's main unusual feature, which is that it enables you to grab a graphic along with a bookmark. It then displays the graphic when you have that

bookmark selected in GrabNet's list. Why bother?

In Control

Company: Attain
Contact: 800-925-5615;
<http://www.attain.com>
Price: \$85 (street)

In Control is a fine information management program, but don't bother using it purely for its bookmark capabilities. It's overkill if that's all you want to do with the program. Those info management features also pump up the product's price way beyond that of most bookmark managers.

Internet Memory

Company: CircleDream Software
Contact: 416-733-0144;
<http://www.circledream.com>
Price: \$20 shareware

Internet Memory provides all the necessary features but is a bit sluggish and takes itself too seriously. It's bad enough that the program allows you to write-protect an address book, but adding DES encryption as well? If the spooks want to browse my bookmarks, they won't find anything that will prevent me from running for public office.

MailKeeper

Company: Nisus Software
Contact: 800-281-0101;
<http://www.nisus-soft.com>
Price: \$35 (srp)

MailKeeper is a solution that doesn't quite solve any problems. It's a great way to store bits of unrelated text and scan through them with Nisus Software's patented Guided Information Access, but although URLs are text, MailKeeper just doesn't work that well for storing bookmarks. It needs to be able to read in large quantities of text and automatically categorize it to be truly useful. I'm waiting for version 2.0.

SiteMarker

Company: Rhythmic Sphere
Contact: 800-974-SITE;
<http://www.rsphere.com>
Price: \$12.95 (srp)

SiteMarker has some neat features, including an Extract Links command, which sucks all the URLs out of the current Web page, and a Searcher wondoid that makes it easy to search the main Web search engines quickly. However, SiteMarker's interface just doesn't do it for me, and since it relies on FaceSpan (and presumably AppleScript), it's a bit sluggish.

URLS 'R Us

Contact: <http://iw.cts.com/~jonpugh/hyperstuff.html>
Price: Free

URLs 'R Us is a powerful HyperCard stack that not only enables you to snag your own bookmarks, but comes with a mess of them already entered and categorized. Neat, but unless you run HyperCard all the time anyway, probably not worth the overhead.

WabbitDA

Contact: <ftp://ftp.tidbits.com/pub/tidbits/tisk/inet/web/wabbit-145-da.hqx>
Price: Free

WabbitDA falls into the "cute" category because it's small, fast, and has a cute, three-carrot icon. But if you need to handle a whole slew of bookmarks, the product falls short: It lacks any method of organizing bookmarks hierarchically.

Web Ninja

Contact: <http://www.albany.net/~wtudor>
Price: Free

Web Ninja watches what you do at all times (a little creepy, actually, given what ninjas tend to do to people) and records all the Web pages you visit. At any time, you can go back to a page by double-clicking an item in the list or you can drag a URL into another window to make it easier to find later.

What URL?!

Contact: <http://www.panix.com/~nam/whaturl>
Price: Free

What URL?! can have multiple files containing bookmarks, but it has no way of making hierarchical lists of bookmarks. It's too much work to have to open the right file before being able to open your bookmarks.

FINDER-BASED BOOKMARK MANAGERS

DropURL

Contact: <http://www.moreinfo.com.au/access/DropURL.html>
Price: Free

It's difficult to snag URLs for your bookmarks with DropURL, but once you've got 'em, they're easy to open—just double-click.

NetSnagger

Contact: <http://rampages.onramp.net/~rmorre>
Price: Free

NetSnagger suffers from the same problem that Finder-based

bookmark managers have—there's no easy way to snag URLs from your Web browser to create bookmarks. However, NetSnagger simplifies the process of retrieving files from the popular Info-Mac and UMICH FTP mirror sites.

URL Clerk

Contact: <ftp://ftp.tidbits.com/pub/tidbits/tisk/inet/url-clerk-12.hqx>
Price: Free

The main problem with URL Clerk is its inability to snag bookmarks from your Web browser easily. Its one-file-per-bookmark method also wastes disk space, but it's free and functional, and can even open CyberFinder bookmarks if CyberFinder's control panel isn't loaded.

Web Short Cuts

Company: Wholly Mac Software
Contact: <ftp://ftp.tidbits.com/pub/tidbits/tisk/inet/web-shortcuts-demo.hqx>
Price: \$18 shareware

Making bookmark files in Web Shortcuts is way too complicated. You have to copy a URL, switch to Web Shortcuts, choose New from the File menu, paste in the URL, click the Clip Image button, select an image to turn into an icon for the file, click the Save As button, and name and save your file in the Save dialog. Or you could spend your time more productively and wash your hair or something.

WebPinMaker

Contact: <http://atom.co.jp/VOYAGER/WebTools/WebPin/WebPinMaker-E.html>
Price: Free

WebPinMaker creates a pretty windoid that floats over all other applications. Clicking it makes a file of the current Netscape Navigator Web page's URL. Neat, but there's not much difference between that and just dragging a bookmark out of Netscape Navigator's Bookmarks window.

Adam C. Engst is the publisher of "TidBITS," a free, electronic newsletter that covers Macintosh and Internet topics, and the author of "Internet Starter Kit" for Macintosh, Fourth Edition (Hayden Books, 1996), the best-selling guide to the Internet for Mac users. More information about "TidBITS" is available from info@tidbits.com or on the Web at <http://www.tidbits.com>.



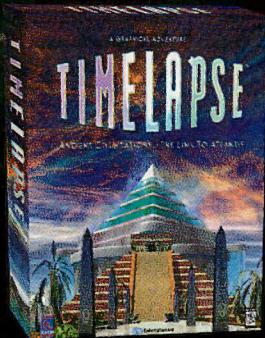
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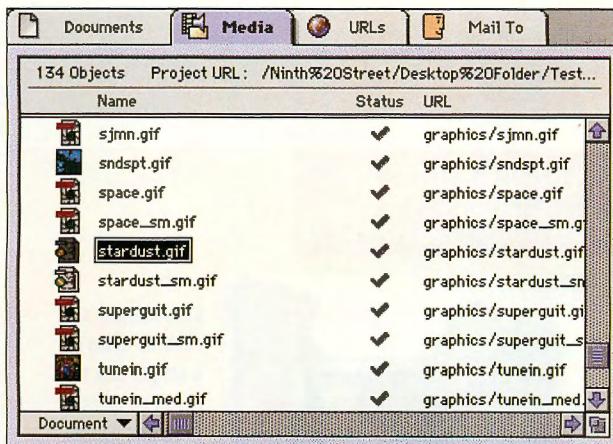
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RATING PERIOD:
RP

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GOLIVE'S PROJECT BOX keeps site elements accessible.

designers (though aren't supported by all browsers).

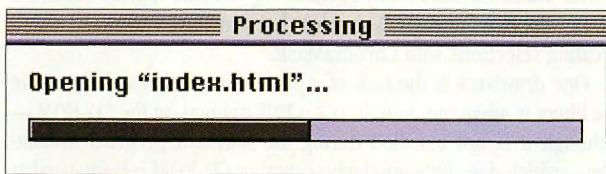
You can set a background color, text colors, and a background pattern (though patterns must be previewed in a browser). Home Page will calculate (optimistic) statistics to estimate download time for a page or individual element. The 500-piece clip art library includes some very useful icons and backgrounds. Despite the nice touches, though, Home Page doesn't help maintain a Web site—it won't check the validity of links, or help you upload your files.

Claris Home Page is simple and elegant, though when Claris adds client-side image maps, makes more features—like background patterns and left and right alignment—truly WYSIWYG, and makes frame-creation a lot easier, it'll be a terrific tool.

golive Pro 1.1

While golive Pro simplifies many of the basic page-creation tasks, some features are quirky and half-baked, while others are missing essential features entirely. It's a poor choice for both novices and experts.

Despite the fact that it's touted as a WYSIWYG tool, golive still forces you to switch to a browser to preview many page layouts. Its biggest failing is its complete lack of support for tables. It won't display them at all, forcing you to work directly with the painful `<TD>` and `<TR>` tags—and the manual doesn't even explain how to use the tags. So much for WYSIWYG. And it shares Home Page's inability to display frames in any sort of WYSIWYG view.



30 SECONDS AND COUNTING. Note golive's lack of a cancel button.



GOLIVE'S TABLES. Not.

Golive will open a page as an HTML outline—useful in theory, but not practice. You have to dig deep into the outline, for example, just to edit pieces of text, and you can't switch between outlining and WYSIWYG view—you must close the WYSIWYG window to open an outline window.

Outlining would be just another expendable frill, except golive offers it in place of direct HTML text editing—a serious lapse. Golive also lacks a true preview mode.

At least outlines open quickly. Opening a modestly complicated page in WYSIWYG view can take more than a minute, and saving a page takes almost as long, which is a real time-waster since golive saves a temporary file everytime you preview a page in a browser. Did we mention that you'll be switching to the browser often?

Unlike Home Page, golive lets you create both client-side and server-side image maps—a big plus—but golive's image options are otherwise far too limited. There's no way to change an image's size, interlace it, or make parts of it transparent. It's not very smart about HTML either. It did a poor job opening an HTML doc created in another application, choking on a couple of broken HTML tags that hadn't bothered browsers or other page-creation applications. And it dropped spaces between words, apparently baffled by carriage returns.

The news isn't all bad. Golive's Project box makes it easy to keep track of all the pages and elements in a Web site and even checks the integrity of internal links. It's easy to drag applets and plug-in files, like QuickTime movies, into a page. And golive includes some nice little touches: the toolbar is detachable; you can set a page's window to imitate different-sized monitors; it detects HTML comments and hides them behind an accessible icon (Home Page, take note); and the text color dialog includes a handy preview. But until the major features improve, our advice is: steer clear.
—Joseph O. Holmes

Claris HomePage

GOOD NEWS: Easy to use. Creates page statistics.

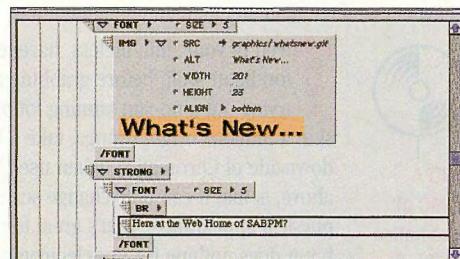
Good image support.

BAD NEWS: Needs true WYSIWYG frames creation and simpler table control.

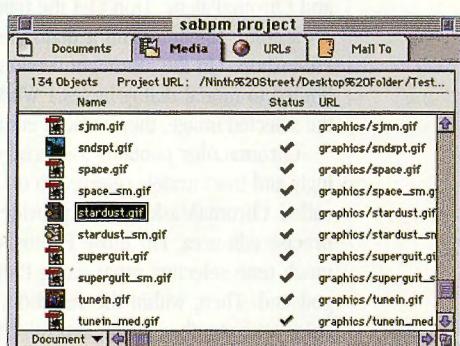
golive Pro 1.1

GOOD NEWS: Projects window makes it easier to work with an entire site. Creates client-side image maps.

BAD NEWS: Slow. No table support. Poor image support. Poor raw HTML editing. More expensive than better applications.



YOU HAVE TO DIG DEEP into golive's outline just to edit a little text.



CREDIT WHERE CREDIT IS DUE. In golive you can preview how your text colors and background will look.



FIND A
DEMO of
golive on
The Disc.



reviews

Chromaticica

DEVELOPER: Chroma Graphics Inc.

CONTACT: 888-8CHROMA; <http://www.chromagraphics.com>

PRICE: \$120 (street)

REQUIREMENTS: CD-ROM (floppy version available), System 7.0 or later, Photoshop 2.5 or later (or software using the Photoshop API for plug-ins), 68030 or better, 1MB of RAM on a Power Mac 8100/80 with 72MB of RAM



FIND A
DEMO OF
Chromaticica
on The Disc.

Tired of your dull, lifeless, hazel eyes? Think your complexion is too light? Well, before grabbing a pair of colored contacts or trying out a no-sun tanning lotion only to find that it turns your skin a hideous bright orange, take a look at Chromatica. The biggest downside of Chromatica, when used for the purposes mentioned above, is that it can only change scanned photos and not your actual physical appearance. That's great for online GIF-based romances, but it does nothing for nonelectronic encounters.

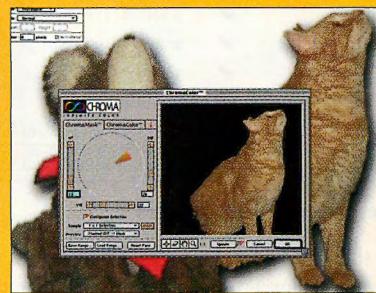
Chromaticica is a plug-in for Photoshop (and other software that supports the Photoshop API) that consists of two filters: ChromaColor and ChromaPalette. Don't let the name of the second filter fool you; it's a color palette within a dialog box, not a floating palette within Photoshop. (In the imminent version 4.0, plug-ins will no longer be limited to modal dialog boxes.) While both filters affect the color of the selected image, they work in entirely different ways.

ChromaColor contains a special color selection section (annoyingly and inaccurately referred to on the CD case as a separate filter) called ChromaMask, which provides a painless way to select the precise edit area. For those Photoshopers who have spent way too much time selecting areas using Photoshop's various tools, this is a godsend. Then, within the selection, ChromaColor can replace one color with another, using several criteria to determine the amount and intensity of the replacement. In addition, an option called EdgeWizard lets you control the smoothness of the edges.

While ChromaColor has some good, usable stuff in it, ChromaPalette is the crossbred cousin filter. Here's how it works: First, you either use an existing palette (1,000 are included on the CD-ROM, though only about 20 are given to you on a standard install) or you create a palette from one of your existing images, using as many colors as you like. Creating palettes is frustratingly time consuming, however, even with the "Automatic" option set (it calculates the number of colors to map on the palette). Once a palette for the current image has been created, you load a "Destination" palette. The colors from this palette replace the colors from the original, and boom! your image looks like: (1) Hell, (2) Predator-Vision, or (3) a dramatic difference, which may look good. The problem is, ChromaPalette replaces colors in the order of the original image's palette; it doesn't attempt to match colors or maintain relative hues, brightness, or any of that good stuff. After countless hours of creating palettes and then applying them to other images, only a few of the resulting images garnered a Save As.

Chromaticica's interface is just average, but a real standout is its ability to dramatically increase the Preview size, although even this is limited by the lack of an auto full-size button. (I guess the engineers blew off the Basic Mac Interface Elements seminar.) I would have found the ChromaPalette filter more useful if I could have

PURPLE CATS IN THREE EASY STEPS



STEP 1:
ChromaMask's controls make it a simple task to select an object (with fine control over the edges) without a lot of lasso work...



STEP 2:
... and ChromaColor offers a clean interface to replace or just fiddle with the object's color...



STEP 3:
... leaving you with a totally altered image in just a few steps.

used the ChromaMask feature within it, but alas, that feature only works within ChromaColor. Fortunately, Chroma has introduced a fix (available from their Web site) that provides a workaround to creating selections with ChromaMask.

One drawback is the lack of a printed manual. The help within the filters is adequate; and there's a PDF manual on the CD-ROM—although it is not installed during the standard program installation—which does little good when another CD-ROM is being used as a source for images, and even less good when you're in the dialog box, which doesn't let you out to check the online manual.

Chromaticica is a worthy addition to your Photoshop filter library if you're dissatisfied with your current color modification capabilities, or if in the near future you'll be working on special effects for the long-delayed "Aliens vs. Predator" film. —*Ted Alspach*

GOOD NEWS: Excellent selection capabilities in ChromaMask prevent mucking with Photoshop's Selection tools. Color palette replacement almost more fun than Gooing someone.

BAD NEWS: No printed manual. ChromaPalette is unpredictable and painfully slow on 680X0 systems, and slightly frustrating even on a Power Mac 8100/80 with 72MB of RAM.



**Play solo...or go on
the Internet and kick the crap
out of snotty PC owners.**



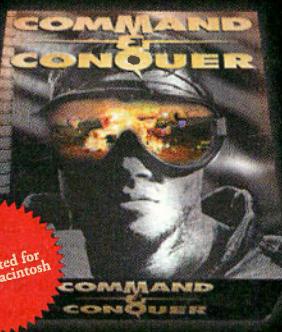
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reviews

QX-Tools 2.0/PageTools 2.0

DEVELOPER: Extensis

CONTACT: 800-796-9798; <http://www.extensis.com>

PRICE: \$99 each (street)

REQUIREMENTS: QuarkXPress 3.1 or PageMaker 5.0, System 7.1 or later.

Extensis is a company after the hearts of desktop publishers and layout artists everywhere. It used to be that a one-function plug-in for QuarkXPress could run up to \$1,000, and PageMaker people didn't even have this value-added privilege. Now, Extensis has released the 2.0 versions of their enhancement collections, QX-Tools for QuarkXPress, and PageTools for PageMaker—both are reasons for joy.

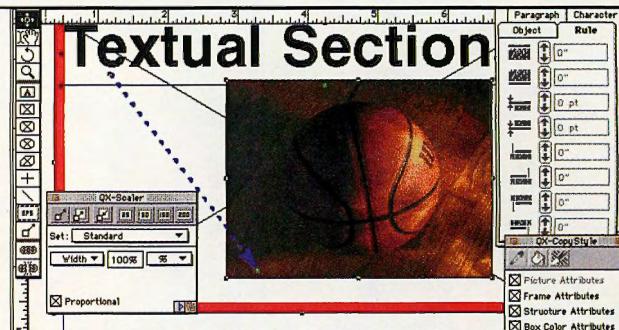
QX-Tools 2.0 provides 15 Xtensions (plug-in tools) for QuarkXPress, from productivity-enhancing toolbars and an application manager, to special effects via QX-Effects, to a tip-of-the-day from QuarkXPress guru David Blatner (his "The QuarkXPress Book" is the best-selling, comprehensive guide to QuarkXPress). PageTools 2.0 includes 18 plug-ins for PageMaker 5.0 and 6.0 similar to QX-Tools, but the tips are provided by expert DTP'er Olav Martin Kvern, author of "Real World PageMaker."

Heavy-duty users of desktop publishing software will find both products nothing short of spectacular. The most obvious enhancement is that of toolbars, which aside from giving the programs a familiar, word-processor feel, provide one-click access to numerous functions within each program. The toolbars are completely customizable, allowing you to set up as many or as few as you wish. What's more, you can give each bar the buttons (and respective functions) you feel are most beneficial.

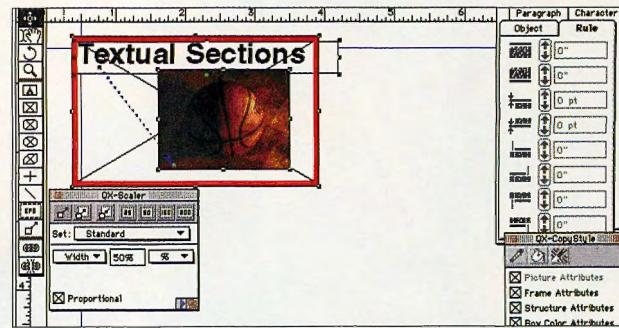
Keyboard freaks will love this wonderful way to quickly access all those menu commands that don't have corresponding key commands.

Both packages include Scaler, which lets you scale multiple objects in one step; this is so useful, it's amazing that neither program has offered this before. Most of the other plug-ins/Xtensions are application-specific, filling in obvious and not-so-obvious holes in XPress and PageMaker.

Above and beyond these benefits, QX-Tools has several standout Xtensions. QX-Effects provides the sorts of special effects (drop shadows, bevels, glows, embossing, and more) that QuarkXPress users have dreamed about for decades. QX-CopyStyle copies attributes from Text and Picture boxes from one box to another—it's



SCALES AREN'T JUST FOR FISH: Here's something we've been waiting for. The Scaler extension of QX-Tools allows you to group objects.

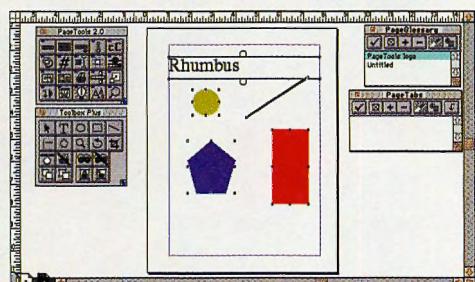


...AND THEN, WITH ONE SIMPLE DIALOG BOX, scale all the elements while retaining the group's layout. Before, you'd have to scale each object, then remake the composition. What a pain.

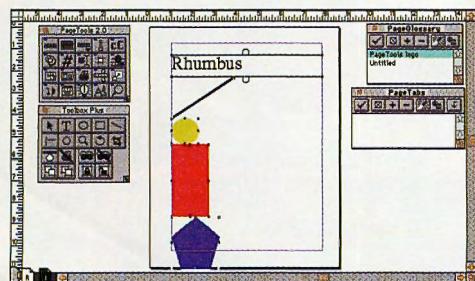
one of those functions you won't be able to live without. Though it's a holdover from 1.0, QX-Filters is a godsend: it allows you to use Photoshop filters within QuarkXPress. If you've spent any time with Photoshop, you know how valuable this feature is.

PageTools contains more plug-ins than QX-Tools, though most are weaker than their QuarkXPress counterparts. PageCaps is a one-shot filter that automatically applies Cap styles to text, including Title Caps. What makes this filter stand out isn't the goofy RaNdoMiZe function, but instead the exceptions you can provide for special Capitalization (to ensure that MacAddict is always capitalized correctly, for example). PageTabs is an another useful filter that applies tabs to text right on the page, more intuitively and more easily than PageMaker's built-in tabs.

Both packages are a steal at \$99. They make both their host applications more usable, address several deficiencies within each, and add tons of extras as well. If you (or someone you know) has paid \$300 for an XTension that adds a single function to XPress, QX-Tools is a godsend. —*Ted Alspach*



ALIGN THIS: Though QuarkXPress has had this feature for a while, it's been impossible to group objects in PageMaker...



... AND THEN GET THEM ALIGNED, evenly spaced vertically, and flush left, without a lot of work. Until PageAlign, one of PageTools's extensions.



GOOD NEWS: Incredible value added to the premiere DTP programs. Can make your life easier and more productive.

BAD NEWS: Not recommended for novice QuarkXPress and PageMaker users, as the feature set can be overwhelming when first installed.

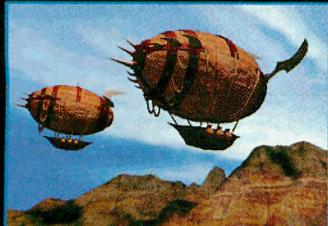
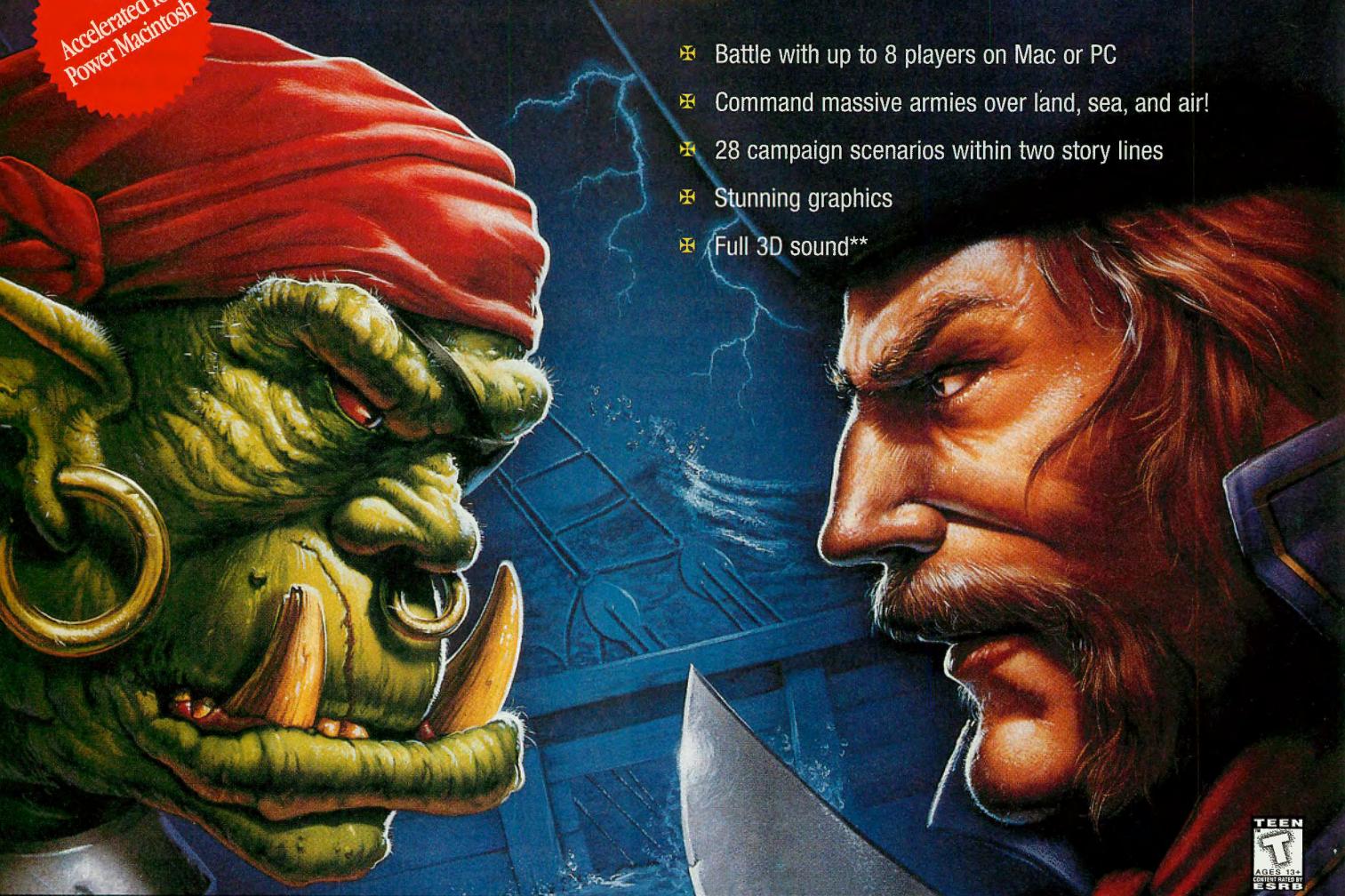
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**Requires Power Mac and 12 MB Ram

*PC Data Jan.-April 1996



reviews

Killer Transitions 1.0

DEVELOPER: SharkByte Tools (published by g/matter)

CONTACT: 800-933-6223; <http://www.gmatter.com>

PRICE: \$199 (srp)

REQUIREMENTS: PowerPC or 68K, System 7.x, 8MB of RAM, 10MB of hard drive space, Macromedia Director 5.x or Authorware 3.5, CD-ROM drive

When was the last time you saw a transition in Director that elicited a "Wow!" response? The standard fades and dissolves are functional and can be used to cover a change in color palette from screen to screen, but don't really provide a dramatic segue between scenes or events. Killer Transitions brings to Director and Authorware many of the same transitions we see in professionally produced video and cinema (dissolves, geometrical wipes, and mattes going in all directions), without requiring custom code.

The Killer Transitions are Xtras (plug-ins) designed for Director 5 and Authorware, grouped into four families: Wipe, Slide, Particle and Hybrid (combination) Transitions. Almost all transitions work as wipes or mattes and some even have synchronized sound effects. Experienced Director types will love that transitions can be created and customized on the fly, under Lingo control. While each transition is ready to go simply by selecting it from the Transitions menu, the real power is in customization—resulting in as many basic effect variations as there are stars in Carl Sagan's universe. The technical quality of these transitions is exceptional but, of course, even these Killers won't save lame content. Overall, the sheer variety and mutability of these effects make this package a must-have for all serious producers of multimedia.

All is not perfect, though. There's no hard-copy manual, so you have to print the documentation from the CD. There you'll find detailed descriptions of all of the effects and their



THE BIG CRUNCH. With the how-can-you-not-understand slider controls, you can customize...



... the transition, complete with teeth and sound...



... in ways you never could with Director's standard transitions.



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SHATTERED
DROP
EXPLODE
DISAPPEAR
BORDER
BORDER COLOR
RGB
19 13 2 0 48
BORDER WIDTH
PIECES
CRACK SIZE
HOLE SIZE
FORCE
ENABLE SOUND
START SOUND
RECURRING SOUND
ENABLE STEP
STEP
CANCEL SET
PREVIEW CUSTOM TRANSITION

SHATTER IT UP, BREAK IT UP: The control interface is way-cool and way-useful, too. This wipe never would have been possible in plain ol' Director.

adjustable parameters, though basic information about running these Xtras in Director was meager. After a couple of crashes I found, by experimentation, that I needed to increase Director's memory partition to 15MB. Also, and most difficult, is that when you send out your finished movie any Xtras used in the production must be distributed along with it (otherwise the viewer might get no transition at best, an error message at worst—not very professional).

Finally, these transitions could NOT be used with palette changes in subsequent screens. If you try both, the palette change overrides, and the transition just doesn't show up. For this, you must still use Director's built-in transitions. For all other uses of segues, however, these Killer Transitions may well be all you'll ever use. —Richard D'Andrea



GOOD NEWS: Killer is the word, and does what you've never been able to in Director. Nearly infinitely extensible. And all this can go into your Shockwave.

BAD NEWS: No printed manual. Needs lots of extra RAM. Doesn't get along with palette changes.

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reviews

Street Atlas 3.0; Phone Search 2.0

DEVELOPER: DeLorme

CONTACT: 207-865-1234; <http://www.delorme.com>

PRICE: \$79 (srp) for Street Atlas; \$49 (srp) for Phone Search

REQUIREMENTS: CD-ROM drive, System 7.0 or later, 68030 or better, 8MB of RAM, color monitor recommended

Say you want to track down an old friend. DeLorme's recent upgrades to its two flagship CD-ROMs, Phone Search USA and Street Atlas USA, could make your search a little easier. Easier, that is, if you're not relying upon accuracy or up-to-date information.

Both of these people-finding products come packed with data designed to locate Tom, Dick, Harry, or Harry's favorite restaurant, with ease. Phone Search contains more than 80 million business and residential listings—up 2.5 million from its original release in 1995. Phone Search's sister product, Street Atlas, features 25 million street segments—more than double the number in its previous version.

Even better, both Phone Search and Street Atlas are brain-dead-simple to use. Phone Search consists of three discs, one each for the eastern, central, and western United States. Type in a last name (Smith, say) and you'll get the address and phone number of every Smith in the central states. Narrow your search (a likely task), by adding more criteria, such as a first name, address, or ZIP code. Seek out businesses in much the same way, by subject, such as "pizza."

DeLorme gets its phone information from Database America Companies ("the company that can make your marketing dreams come true"), which is less reliable than the phone company, but probably better than your address book. Finding people proved to be pretty hit-or-miss; some showed up, others didn't. It was much the same for businesses. Most listings that had changed within the last year weren't updated.

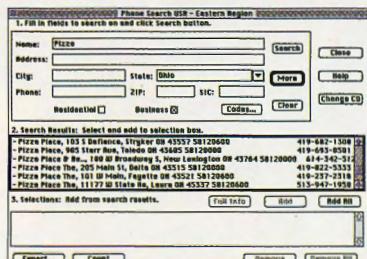
Street Atlas works just as simply, letting you call up maps using a mere place name, ZIP code, or telephone area code and exchange. If you know the street address and ZIP code of your search target, you get a street map of the exact location, complete with symbols showing local landmarks.

One would expect greater accuracy from a company that makes maps for a living (DeLorme also publishes printed state atlases with its *Atlas & Gazetteer Series*). Although Street Atlas originally shipped for the Mac in 1993, DeLorme still hasn't updated information regarding the 1989 San Francisco earthquake. Although the maps show tiny alleys that local cab drivers don't even know about, they also show entire freeway sections that no longer exist. And, you can't fix DeLorme's mistakes (by erasing that line of freeway).

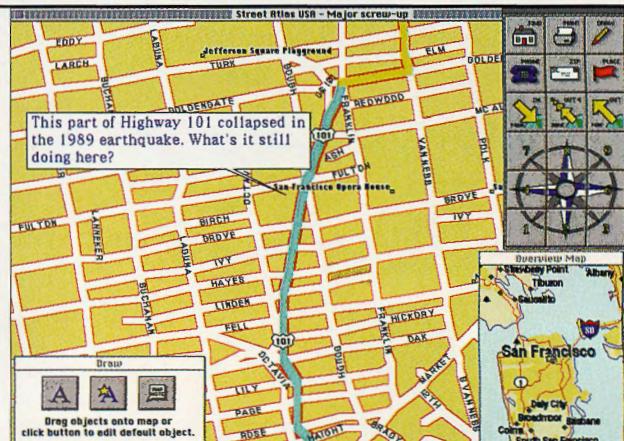
DeLorme boasts that the Street Atlas



JUST MAKING DO—THE "POWERFUL NEW MAP customization tools" do little more than let you pick among size, color, and alignment for text and map symbols.



TRACK DOWN THE NAME, address, and phone number of every pizza place in Ohio and then export the data into Street Atlas USA for detailed maps of their locations.



DON'T BELIEVE EVERYTHING THAT YOU READ—these highly detailed maps aren't always highly accurate. The section of Highway 101 that continues along after the Fell Street exit crashed to the ground during the quake of '89 and has never been rebuilt.

upgrade contains "powerful new map customization tools." These let you personalize your maps with text, "MapNotes" and a selection of 53 prefab symbols ranging from agriculture (a tractor) to the zoo (an elephant). It can be handy to create invitations, but anyone who's ever used a drawing program will find these tools clumsy and awkward. Although you can choose the color and size of your text or symbol from a list of pre-selected choices, that's about all you can do.

Other things you can't do, but should be able to do: You can't preview your customized symbols before placing them on the map. (To edit them you have to control-click on the object, and you'd only know that by clicking on the Help button.) You can't edit text directly on the map; you have to go back into the drawing tools. You can't adjust the size of the box surrounding your "MapNote" to make it sit just how you like. You can't import your own fonts or pictures for the map symbols.

Street Atlas USA and Phone Search work together as helpful research tools, but despite their hefty databases, you're only getting B-level work. Phone Search doesn't offer anything that isn't already available with programs such as PhoneDisc's PowerFinder or Pro CD's Select Phone and, while Street Atlas provides detailed maps, what's the use, if you can't rely on their accuracy? —Nikki Echler

Street Atlas



GOOD NEWS: Intensive search capabilities give you exact street maps of that needle in the haystack.

BAD NEWS: Lacks accuracy: If you're planning on taking the Franklin Street exit off California's Highway 101 you may be in for a surprise.

Phone Search



GOOD NEWS: Easy to use. Search by the odd combinations of info you might have hanging around.

BAD NEWS: A lot still missing, though that's the nature of the data.

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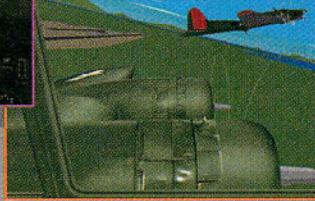
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Compete against hundreds of other players simultaneously from all
over the world! All in Real Time. 24 hours a day. 7 days a week!**



Actual online screen shots



System Requirements: Any PowerPC Macintosh with 16 Mbyte RAM (or more) running System 7.5 and Sound Manager 3.1 (or later). 9600 baud Modem and Internet access (supports serial connection or TCP/IP using optional third party tools). Joystick recommended.

Interactive Creations Incorporated - 1701 West Northwest Hwy, Suite 220, Grapevine TX 76051, Voice (817) 424-5638 / FAX (817) 251-2228



reviews

Three Tools for Making Movies

MovieStar 1.5

PUBLISHER: Intelligence at Large
CONTACT: 215-387-6002; <http://www.ialsoft.com>

PRICE: \$149.95 (srp)

REQUIREMENTS: Mac with A/V or Quadra, System 7.5.1 or later, 12MB of RAM, 256 colors (thousands of colors recommended)

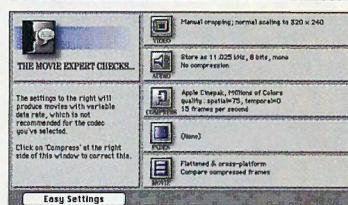
Movie Cleaner and Web-Motion

PUBLISHER: Terran Interactive

CONTACT: 800-577-3443; <http://www.terran-int.com>

PRICE: \$189.95 (srp) for Movie Cleaner; \$129.95 (srp) for Web-Motion

REQUIREMENTS: System 7.0 or later, QuickTime 2.0 or later, 8MB of free RAM (for both products), Movie Cleaner Pro 1.2.1 or later, CD-ROM drive.



SMILE, YOU'RE WORLDWIDE: A nice MovieStar feature is the one-menu export to HTML—no need to deal with that messy coding.

WHAT DO YOU WANT TO SHOW TODAY? Even in Advanced Settings, Movie Cleaner Pro provides an easy-to-use interface that belies the options' real power.

These new offerings from Terran Interactive and Intelligence At Large are solidly useful additions to the quiver of QuickTime movie producers. Though none is a substitute for professional non-linear editing applications such as Premiere, together they can take a beginner from tape to Web presentation. The developers realized the inherent compatibility of their products, and until November 15, all three are available as a bundle from either company for \$299.

MovieStar 1.5 is a small, specialized application; if you want to put your own movies onto a Web page, it'll do. Though the interface can be frustrating at times, MovieStar helps in the often-tricky process of moving a video from your camcorder to your hard drive, but if you're looking for a serious multimedia development tool, this isn't it. You begin by creating a Project into which you can either import existing elements (PICTs, sounds, movies), or record from various inputs, such as the Video In port (if you have one) and a QuickCam. You can edit the height, width, and the length of your clip, but you can't assemble separate clips as you can in Avid or Premiere.

To its credit, MovieStar's export features are handy for Web developers. The program allows you to save QuickTime as GIF89 animations, Multipart MIME (Multipurpose Internet Mail Extensions), and compressed JPEG animations. You can even directly export movies to HTML: a super-fast, no-frills way to get QuickTime into a Web page.

By the same token, MovieStar's core functionality—its drag and drop environment for QuickTime creation—lets you quickly combine text, still, sound, and existing QuickTime into new movies: wham, bam you're out of there. But then again, this isn't a high-end tool. Just scrolling a line of text over a piece of QuickTime results in a big hit to the frame rate: a 15-frame-per-second (fps) movie, played from a hard drive, drops to around one fps when text is superimposed. If you plan to make simple, small QuickTime movies and you want to make them quickly, then MovieStar is a fine tool.

Movie Cleaner Pro 1.2 compresses QuickTime movies and tweaks parameters to ensure optimal movie playback optimally on various platforms. The program makes this as painless as possible with a streamlined interface; a novice mode that automates the process through a wizard-like interview screen; and an onscreen sidebar where Movie Cleaner Pro's "expert system" guides you through the program, providing you with current setting results. The Advanced Settings mode gives you direct control over practically all facets of compression,

including video and audio compression schema, image cropping, visual noise and stray pixel elimination, and frame-rate and number of color adjustment. You can even apply fade-ins and fade-outs to the picture and soundtrack.

A real godsend is Batch Compression, which allows you to crunch up to 2,000 individual movies in a single pass. Be warned: compressing QuickTime movies involves really long calculation times. Movie Cleaner Pro makes this aspect considerably more bearable by giving you the option suspending compression and then resuming where you left off, even after rebooting.

If you're using Movie Cleaner Pro to prepare QuickTime for Web distribution, you'll want to add Terran Interactive's new Web-Motion plug-in, which lets you save your QuickTime files as Fast Start video, so users can begin seeing and hearing movies while they're still downloading. Like its parent application, Web-Motion is a one trick pony that simply does what you expect it to and does it very well.

Though none of these, nor all of them together, will supplant professional video-editing applications, these three programs are worthwhile for all the non-pros out there. Movie Cleaner Pro, in particular, is virtually indispensable. —*Todd Souvigner*

MovieStar 1.5

GOOD NEWS: Gets the goods from the camcorder onto disk. Exports to many formats.

BAD NEWS: Fairly amateurish. Slow frame rates. Unsatisfying for any use other than Web pages.

Movie Cleaner

GOOD NEWS: Can handle anything you throw at it. Allows you to control every bit of the process or walks you through it. Batch processing, batch processing, batch processing.

BAD NEWS: All it does is compress. And this still takes a long time.

Web-Motion

GOOD NEWS: Beautiful art. Great kooky pseudo-real gameplay.

BAD NEWS: Impatience and virtual leg-ache during slow-navigation sequences.



FIND A
DEMO of
MovieStar
and Movie
Cleaner on
The Disc.

reviews

Myrmidon

DEVELOPER: Terry Morse Software

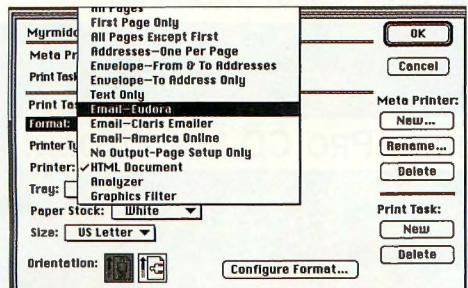
CONTACT: 415-858-1017; <http://www.terrymorse.com>

PRICE: \$49.95 (srp)

REQUIREMENTS: 68030 processor or better, System 7

Terry Morse's previous Mac company, Salient Software, worked storage magic on Mac hard disks with products such as DiskDoubler and AutoDoubler. This time around, Morse's self-named Mac software company is extending the functionality of printer drivers with Myrmidon. (In case you're wondering, it's the name of a legion of ant-like, unstoppable soldiers in Homer's "Iliad.")

Myrmidon consists of a print driver and two applications—PrintApp and Printer Setup—which act as a print spooler and page setup modification program. But the real action in Myrmidon takes place in the Page Setup dialog box. After choosing Myrmidon as the print driver, you can perform a series of interesting print tricks. These include: printing a complex document without graphics or formatting; automatically creating envelopes based on names and addresses in the text of a letter; or generating e-mail messages for use with Claris' Emailer, Qualcomm's Eudora, or America Online.



POP-UP FRESH: Just a pop-up menu away from an envelope or an HTML page—that's the beauty of Myrmidon.

Furthermore, by setting up "meta-printers," you can combine a series of these tasks into a single new printer type. For example, you can have a printer named "Outgoing" that will automatically print envelopes for e-mail and will also send them to your electronic outbox.

Myrmidon's showstopper feature, though, is its ability to turn virtually any document into HTML. Most documents came out well, though Myrmidon has trouble with pages containing a lot of complex formats (for instance, tight, multicolumn documents may come out as a table; or if the document has a lot of white space between rows, the white space may be reduced). In any case, Myrmidon is useful as a first pass in getting documents into HTML, where it can be polished up in a dedicated authoring program such as BBEdit or Adobe PageMill.

The bottom line is: if you want to play some neat automation games outside your word processor, Myrmidon might save you some toil, but for HTML conversion, it may be best to dismiss the apprentices and call in the wizards. —Ross Scott Rubin

GOOD NEWS: Works with virtually any application. Lets you specify multistep printing.

BAD NEWS: HTML output isn't always accurate. Interface could be streamlined.



BAD Day On The WEB



The internet can be so cruel. One day you're golden – the bounty of the global village at your feet. The next day you have to slog painfully through page after page of dross hunting for information that's somehow disappeared. This will not do. Put an end to that static with Web Quick™, the elegant little 'smart bookmark' utility with automatic tracking. Web Quick makes sure if you found a page once, you can easily find it again.

Web Quick

www.europasoftware.com/spider



reviews

Spell Catcher 1.5.6

DEVELOPER: Casady & Greene

CONTACT: 800-359-4920; <http://www.casadyg.com>

PRICE: \$50 (street)

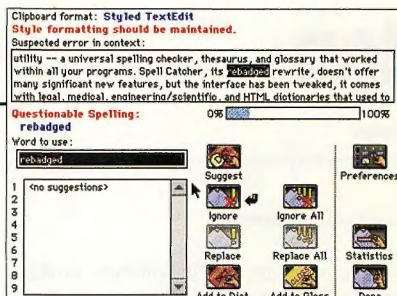
REQUIREMENTS: Mac Plus or greater, System 7.0 or later, 1MB of free RAM, 1.5MB of hard disk space



FIND A
DEMO of
Spell Catcher
on The Disc.

Thunder 7 was a great utility—a universal spell checker, thesaurus, and glossary. Spell Catcher, its rebadged rewrite, doesn't offer many significant new features, but the interface has been tweaked; it comes with legal, medical, engineering/scientific, and HTML dictionaries that used to cost extra, and new tools e-mailers will appreciate. Most significantly, Spell Catcher is noticeably faster on Power Macs, though it still isn't native.

Spell Catcher works much as any spell-check program does, except interactively. It watches as you type and beeps when it detects a misspelling, incorrect capitalization, double word, or punctuation error. Spell Catcher quickly searches its dictionaries (the main one contains 90,000 words) and displays possible corrections. Type the number that corresponds to the correction you want, and bingo, it's changed in your document. Add it to the glossary, and it's there for future corrections. Suspect words are shown in context,



DON'T NEED NO STINKIN' REBADGES!
Spell Catcher gives the word in context.

making it easy to tell if they're actually in error. Most useful for heavy e-mail users are the Quote and Form Paragraphs

features. When replying to e-mail, the Quote module adds carets (or other characters—your choice) to the beginning of each line, so that the recipient knows to what you are referring. For cleaning up incoming messages, the Form Paragraphs function is invaluable because it easily removes hard carriage returns at the end of each line of text, allowing for proper formatting in word processors.

It's disappointing that this version doesn't contain more new features, but the improved Power Mac performance alone makes upgrading worthwhile. —Owen W. Linzmayer



GOOD NEWS: Completely rewritten. Lower price. Free supplemental dictionaries. Cool e-mail features. Improved Power Mac performance.
BAD NEWS: Few new features. Still not Power Mac native.

GOLF 12 DIFFERENT COURSES THIS WINTER WITH LINKS PRO CD MACINTOSH!

Golf year-round on Links Pro CD Macintosh—the most realistic golf sim ever created for the Mac. Experience digital sound, aerial fly-bys, comic caddie Bobcat Goldthwait, as well as network play, A/V voice activation, and Power Mac speed. Comes with two world-class courses. Twelve add-on Championship Courses Available. Call 1-800-800-4880 or visit us at: <http://www.accesssoftware.com>



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reviews



RAM Doubler 2.0

DEVELOPER: Connectix

CONTACT: 800-950-5880; <http://www.connectix.com>

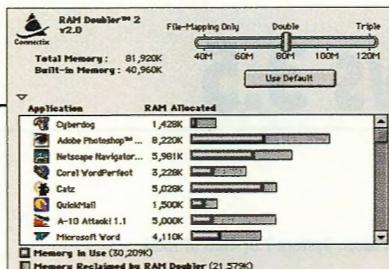
PRICE: \$99 (srp)

REQUIREMENTS: 68030, 68040, or PowerPC; 8MB actual RAM; System 7 or higher

Every software revision should be this good. RAM Doubler 2.0 uses the same basic premise as the original—increasing memory without adding actual RAM—while introducing new features.

Version 2.0 gives you a control panel to change how RAM Doubler manipulates memory. By moving the slider control all the way to the left, RAM Doubler performs “File Mapping” without any other effect. File Mapping reduces the amount of memory a Power Mac-native application requires by leaving the data fork on the hard drive, which can result in huge RAM savings. For example, Excel 5.0a only needs 4096K to run with RAM Doubler’s File Mapping, but it requires 10643K without. File Mapping is available only for Power Mac users running native applications; the same setting will turn off RAM Doubler for 68K users.

At the other end of the memory spectrum (move that control slider all the way to the right), RAM Doubler 2.0 can perform three tricks (in the following order) to effectively triple the amount of available RAM: It relocates unused application memory; it compresses the least-



A SLIDER CONTROLS

RAM Doubler 2.0’s settings. One of the program’s best features is the display that shows how much application memory has been reclaimed.

recently used memory; and it swaps compressed memory to the hard drive. Performance can degrade at higher settings (one percent to five percent according to Connectix), but in practice, performance felt about the same as it did before RAM Doubler 2.0.

RAM Doubler 2.0 does one thing, and it does it well. It’s transparent, nearly problem free, and needs almost no attention after it’s installed and set. If you heed the primary RAM Doubler Rule (don’t make the application memory partition larger than the amount of physical memory), then you’ll hardly know RAM Doubler 2.0 is there—high praise for a background utility. —David Reynolds



GOOD NEWS: Works as advertised. Control panel lets you customize how memory is manipulated.

BAD NEWS: Not a substitute for actual RAM. Conflicts with Director. Slight performance degradation at higher settings.

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BEST ADVENTURE GAME

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“Long into the night (I was) desperate to find each clue and explore every venue, utterly oblivious to the passage of time.”

-HOMEPC

“The first game to provide a ‘go-anywhere,’ realistically rendered 3-D environment.”

-USA TODAY

UNDER A *Killing Moon*

UNDER A KILLING MOON—It’s December 2042 and Tex Murphy, the last of the old-style PIs, has hit rock bottom. Then a priceless statuette is stolen. From the shadowy back streets of post-apocalyptic San Francisco come rumors that an ancient evil, foretold by prophecy and worshiped by an ancient blood cult, has mysteriously reawakened.

When Tex is hired to find the statuette he plunges into a labyrinth of deceit, manipulation and murder. He’ll need all of his PI instincts and every ounce of Murphy savoir faire to resist the seduction of darkness and stop the forces of evil—before the terrifying prophecies become reality.

Under A Killing Moon stars Brian Keith (*Hardcastle & McCormick*, *The Parent Trap*), Margot Kidder (*Superman I, II, III*), Russell Means (*The Last of the Mohicans*, *Natural Born Killers*), and features the voice of James Earl Jones (*Star Wars*, *Field of Dreams*, *The Lion King*).



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reviews



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QuicKeys 3.5

DEVELOPER: CE Software, Inc.

CONTACT: 800-5CE-SOFT

PRICE: \$119 (srp)

REQUIREMENTS: Mac Plus or later, System 7.0, 4MB of RAM

QuicKeys 3.0 was the long-time favorite Mac macro program, enabling you to assign complex tasks (a sequence of menu commands, type in dialog, etc.) to simple key commands. Three years later, QuicKeys 3.5 gives a welcome revamp to the classic's user interface but doesn't add much new functionality.

Beauty may be only skin deep, but QuicKeys 3.5 strives for visual appeal both inside and out. The new QuickPanel interface gives easy access to the QuicKeys in the universal macro set, the current macro set for the application, a toolbar editor, and a pop-up menu from which you can select other macro sets for applications.

Toolbars are the headline feature of QuicKeys 3.5. Taking a cue from WestCode Software's OneClick, which pioneered button palettes on the Mac, QuicKeys now sports three toolbar styles. Embedded toolbars dock to any side of the screen. Floating toolbars can be dragged around the screen, to hover over any windows you may have open. Finally, Click-and-Go toolbars appear when you hit a keyboard shortcut, and then disappear after you make your selection. Unfortunately, they don't pop up under your cursor. Buttons are customizable with a variety of prefab icons, or you can import your own PICT files. As with OneClick, you can turn on "tool tips" which briefly show the name of each button; however, QuicKeys lacks OneClick's icon editor, and its toolbar palette shapes aren't as flexible as OneClick's.

The other main functional change in QuicKeys is the Batch Processor. This QuicKeys extension allows you to process items in a preset folder with any sequence of QuicKeys. The extension thoughtfully creates a log of operations and saves all the original files in the source folder. Unfortunately, QuicKeys' file manipulation options are limited in regard to fine control and might persuade you to pass off



WHAT DO YOU WANT ME TO BE TODAY? Not only can you put together individualized toolbars, you can paste supplied icons onto your QuicKeys.

make your selection. Unfortunately, they don't pop up under your cursor. Buttons are customizable with a variety of prefab icons, or you can import your own PICT files. As with OneClick, you can turn on "tool tips" which briefly show the name of each button; however, QuicKeys lacks OneClick's icon editor, and its toolbar palette shapes aren't as flexible as OneClick's.

- As one of the Mac's most venerable automation utilities, QuicKeys has made lots of good connections. You can build an icon in QuicKeys and assign it to macros built in other programs like KeyQuencer, AppleScript, and Frontier.
- If you're stuck on using QuicKeys to send Apple Events, check out the well-done Apple Guide help in the right of the menu bar.
- If you want to launch an item out of the Apple menu, use the File shortcut instead of the Menu shortcut. It's more reliable.
- To assign icons to toolbar buttons, just double-click the button while you're editing toolbars. You can also import lots of small icons into QuicKeys.

QuicKeys Tips

THIS WAY TO SHORTCUTS: Though the options in the dialog box may be daunting, once you're set, you're on the way to saving time.

1, 2, 3: With the Sequence Editor, you can easily combine processes, commands, and even previous shortcuts into one useful macro.

most of the work to another application or an AppleScript, which QuicKeys can call directly.

A friendly sequence editor and extension manager round out the package, along with an Apple Guide-based help file that seems to have problems searching for words in the help file. QuicKeys 3.5 proved stable enough, although it did have some cosmetic conflicts with the popular Aaron extension.

QuicKeys 3.5 has other problems. CE Software should have beefed up QuicKeys' sparse text and file manipulation features. Other obvious holes include the Screen Ease extension, which has not been updated to handle multiple monitor resolutions, and the lack of a mechanism for switching among Open Transport settings. In fact, it's surprising to see a product released without even a nod to the Internet's existence.

QuicKeys remains one of the easiest-to-use automation programs for the Mac. It can make fast work of mundane tasks and retains one of the best interfaces for stringing together a few shortcuts, provided that the sequence does not get too complex. It also nicely complements scripting languages like AppleScript, which require that programs be savvy about Apple events. Now that QuicKeys has an interface worthy of 1996, we'd like to see its feature set reflect more of the tasks a modern Mac user encounters every day.—Ross Scott Rubin



GOOD NEWS: Docked toolbars can be dragged around screen borders. Sequence editor is easy to use. Can record macros.

BAD NEWS: Minimal text and file manipulation tools. No icon editor. Doesn't take advantage of cutting-edge automation needs.

reviews



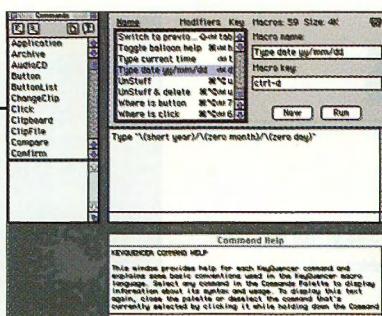
KeyQuencer

DEVELOPER: MVP Solutions

CONTACT: (800) 824-6279

PRICE: \$39 (street)

REQUIREMENTS: System7, Mac Plus or better,
4MB of RAM



You take the high road, I'll take the low road and the macro utility KeyQuencer may be done before us both. While QuicKeys and OneClick focus on building shortcuts, and AppleScript and Frontier focus on systemwide scripting, KeyQuencer fits right in the middle.

While QuicKeys and OneClick confine you to a small modal window for building sequences or scripts, KeyQuencer includes a separate application for making its simple-syntax macros. For example, to quit a program, your macro would contain the line "Menu" "File" "Quit." KeyQuencer contains thorough online help for every command.

Unlike QuicKeys or AppleScript, KeyQuencer cannot record your actions; it nonetheless allows macros to wait for certain windows to come to the foreground and for addressing the screen at the pixel level. For instance, you can write a macro that makes KeyQuencer automatically answer instant messages on America Online; this would be

MACRO THE KNIFE: It's nice to have help right there, because although this isn't rocket science, it's not always a cakewalk.

difficult with QuicKeys. Macros can be saved as text, making them easy to send over the Internet, or kept together in a suitcase as a set.

KeyQuencer ships with a Control Strip module for accessing its macros as well as links to powerful scripting languages and even CodeWarrior, the professional Mac development tool. Binary Software includes a hefty

manual with almost no screen shots and also includes the documentation in Acrobat and HTML format. Since KeyQuencer isn't too intuitive, whichever format you choose, you'll use.

While KeyQuencer's macros are easy to understand, they're still not as simple as dragging around commands in QuicKeys' sequence editor. Nevertheless, KeyQuencer may be just the product for those who need a fine degree of control over Mac automation but who don't need the complexities of AppleScript or Frontier. —Ross Scott Rubin



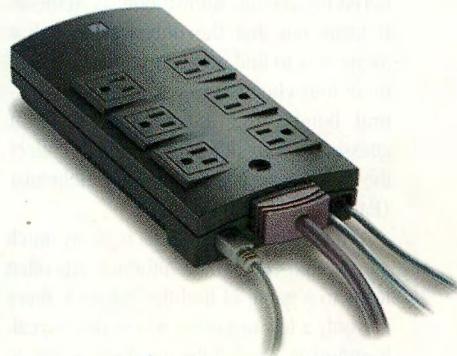
GOOD NEWS: Easy access to macros through the Control Strip. More freedom with separate macro-maker application. Fine control.

BAD NEWS: Cannot record macros. Poor documentation. Not as intuitively obvious as QuicKeys.

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- ◀ manually.

Turns Macintosh, monitor, and peripherals off or on

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 - ◀ at a chosen time, or
 - ◀ remotely by telephone, or
 - ◀ when your system is idle, or
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Zork Nemesis

PUBLISHER: Activision

CONTACT: 800-477-3650; <http://www.activision.com>

PRICE: \$59.95 (srp)

REQUIREMENTS: PowerPC Mac, System 7.5.1 or later, 35MB of free disk space, 2X CD-ROM drive, 16MB of RAM (8MB free), 16-bit graphics

Ah yes, the next Zork game. Every Zork aficionado on the planet has been salivating over the possibilities of 'the next one' since its development was announced more than a year ago. What would the next Zork bring us? More quirky humor? Lots of familiar characters and locations? It turns out, neither. The puzzles are fundamentally different, the satirical tone is all but gone, and the visuals are markedly changed. These points, however, should not be taken in the negative. The fact is, this game should be reviewed as another new game, not as a 'Zork' game.

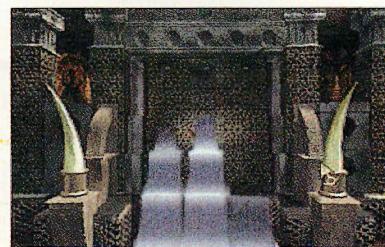
Zork Nemesis takes place in the Forbidden Lands of the Planet Zork. A woman's voice begs you to set her free and find justice for her memory. Before you know it you wind up in a temple, which you quickly realize is the workroom of four mighty alchemists who have been murdered by an entity known only as Nemesis. It turns out that the only way to defeat Nemesis is to find a way to set the spirits of these four chemists free from their unnatural bonds. You must voyage to (you guessed it) four different worlds to collect the items associated with each alchemist (Earth, Air, Fire, and Water).

The interface in Nemesis is pretty much a point-and-click affair. Although this often leads to a game of find-the-hot-spot, there are only a few instances where this is really annoying. Overall the interface is easy to use and interpret, and for the most part it bridges the gap between newbies and grand master gamers.

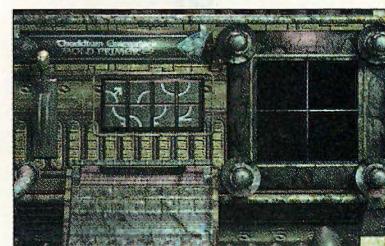
The visual experience of Zork Nemesis is what really earns it its keep. The scenes in this game are perhaps the most detailed and atmospheric of any game I've seen, and the inclusion of "Z-Vision" adds another layer to the visual seasoning. Z-Vision enables the user to look around in 360 degrees (and occasionally up and down) at any location in the game, with virtually no performance hindrance. The scenes are very crisp indeed, but when the game shifts into 'video' mode the screen betrays the usual 'interlaced' (every second line is drawn) video, which doesn't live up to the rest of the experience.



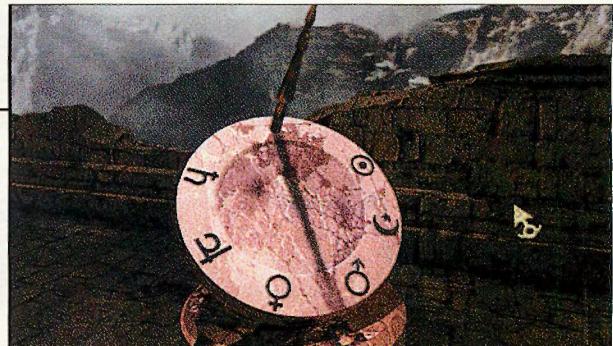
800 ROOMS, RIVER VIEW, NICE CEILINGS:
No doubt about it—the scenery in Zork Nemesis is spectacular, and 360-degree navigable.



ALL THAT RUSHING WATER: The trick is, you have to get past the streams. Hey, how do you turn this off again?



UNLIMITED SLOTS THIS AIN'T: Here you play "Integrate the icon." Is this integral to the plot? Not really.



TIME AND TIME AGAIN: From here, you have to grab a thing, and use it on a thing later...

Not to be outdone is the exquisite flowing soundtrack and encompassing sound effects in pure, clean, 3D 16-bit sound. This is one of the first games to incorporate Qsound technology (which creates the illusion of ambient sound), and the results are impressive. If you can play this game with a pair of quality speakers and a subwoofer you'll be treated to opium for your ears.

Although the 60-odd puzzles in Zork Nemesis are not particularly difficult, they are acceptably challenging, and a few are fiendishly exquisite. A couple of the puzzles are a bit gruesome (involving body parts), and are not for young children or the extremely queasy. However, the puzzles don't tie in closely enough with solving the mystery of Zork Nemesis. Essentially, all you have to do is solve a few puzzles here and there and everything else is done for you, which will probably leave many of the hard-core Zork fans feeling a little empty when the fat lady sings.

Zork Nemesis requires a minimum PowerPC 601, but if you have anything less than a 604 you can expect delays between scenes. This can become a minor, but not fatal, annoyance when having to move in and out of an area several times to solve a puzzle. Many might be miffed that this game is unplayable on 680x0 based-Macs, and requires 16-bit color and 8MB of free RAM. Just keep in mind that the requirements are similar on the PC side of the fence.

For gamers new to the genre, Zork Nemesis' whopping graphics, 360-degree views, and stunning sound will more than make up for any shortcomings presented by the storyline or gameplay. For hard-core gamers however, Nemesis might be interpreted as a visually stunning but generally blah journey down the Myst-clone alley. —Bart Farkas

GOOD NEWS: Visually stunning 16-bit art. 360-degree views add greatly to the experience. Excellent sound. Acceptable puzzles.

BAD NEWS: Formulaic story, and ending could be stronger. Puzzle solving is your only story involvement.





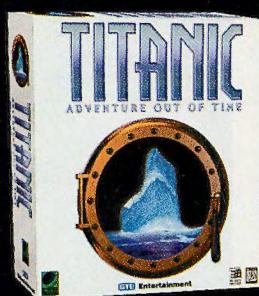
It's the Titanic's fateful night and you play a British agent - the key figure entangled in a race against time to change the course of 20th century history.

Advanced 360° movement puts you on board an historically accurate SGI rendition of the Titanic as you search for clues and secret documents in fully explorable 3D environments.

A story of intrigue and disaster unfolds as you interact with over 25 fully animated characters who remember your responses and act accordingly as you criss-cross their paths.

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reviews

AMBER: Journeys Beyond

PUBLISHER: Changeling

CONTACT: 512-419-7085; <http://www.changeling.com>

PRICE: \$69.95 (srp)

REQUIREMENTS: System 7.0 or later, 16-bit color monitor, 5MB of RAM (8MB preferred), 25MB of hard drive space



FIND A
DEMO of
AMBER on
The Disc.

Ever since the critical and commercial success of 7th Guest, there's been a slew of scary-monster CD-ROM games, some genuinely creepy, others just cruddy. So what else is new? With AMBER, quite a bit. It's well-designed, it's full of genuine thrills, and it's got lots of style.

The opening is delightfully noir. A haunted house—nothing new—but a haunted house with an edgy twist: cool gear. Roxy, your first-person persona, is an intrepid poltergeist researcher, and she's loaded the joint with paranormal measuring devices worthy of the designers at Porsche.

The AMBER (Astral Mobility Bio Electromagnetic Resonance) unit is a device designed by Roxy to let people project their spirits out of their bodies, onto a different plane. Problem is, Roxy got fragmented like a sorry hard drive by a glitch in the imaginary Bio-Psi Technologies software. As a result, gameplay follows the traditional adventure pattern of exploring and collecting inventory (here, it's through each ghost's world of private obsession) but what you're collecting is fragment after fragment of Roxy. It's not every game that lets you rack up pieces of a lead character.

The house that's the real world base of the game is so tastefully decorated and well-rendered that your own real world gets depressing after awhile. In fact Hue Forest Entertainment—the North Carolina startup that developed AMBER—has such a command of what it takes to make good monitor art that the CD is practically a clinic on the subject.

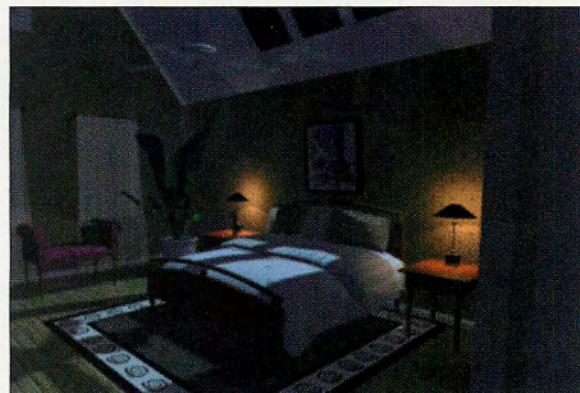
Every effort has been made to keep things plausible, with an involving backstory, rich art, and a good degree of interactivity. While the makers restricted themselves to what made sense for the story, they also used the freedom of a supernatural premise



THE BUG ZAPPER: The AMBER unit itself, just moments before blowing Roxy's spirit to pieces.



STRAP ME UP, STRAP ME DOWN: If Roxy had ever read guidelines on self-experimentation, she might have been better off—but then we wouldn't have this game.



LIGHT'S ON, NOBODY'S HOME: The house is beautiful, but who knows what's under the covers?

to its fullest advantage. Each ghost's domain (these have to be found and can be played in any order) has its own unique style, crafted to suit what got the spirit stuck haunting this world in the first place. After you rack 'em and sink 'em, you will be thinking sequel and left wanting more.

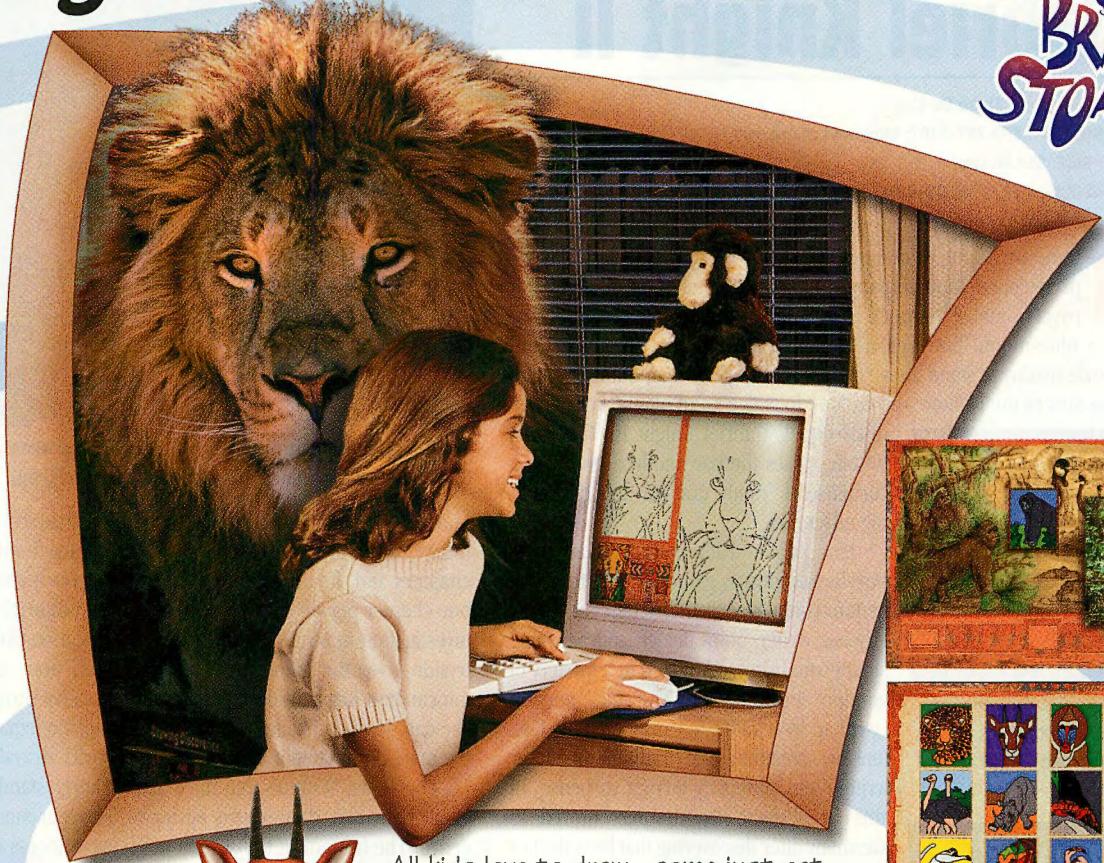
The puzzles along the way aren't as memorable as the overall game experience itself, but AMBER is best regarded as one big puzzle filled with diverse elements and styles. It's got comedy, creepiness, numbers, pseudo-science, geometry, mazes, and a roller coaster; it's even got Christmas. You may grow a bit tired of walking the house and grounds, but the speed of navigation is part of the plausibility. The whole story is the puzzle and the experience of solving it is rewarding and dramatic. —*Philip Merrill*



GOOD NEWS: Beautiful art. Great kooky pseudo-real gameplay.

BAD NEWS: Impatience and virtual leg-ache during slow-navigation sequences.

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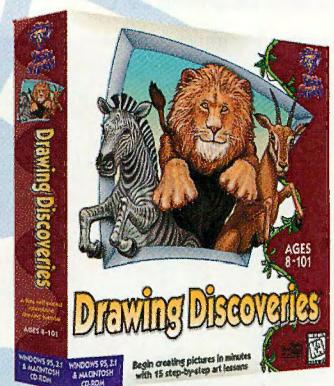
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KIA
AGES 6+

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Windows 95/2.1 & Macintosh CD-ROM

Begin creating pictures in minutes with 15 step-by-step art lessons

AGES 8-101

Interplay

Windows 95/2.1 & Macintosh CD-ROM

Begin creating pictures in minutes with 15 step-by-step art lessons

AGES 8-101



reviews

Gabriel Knight II

DEVELOPER: Sierra On-Line

CONTACT: 800-757-7707; <http://www.sierra.com>

PRICE: \$59.95 (srp)

REQUIREMENTS: 4X CD-ROM, 16MB of RAM, 100MHz PowerPC processor

There are plenty of computer games with lofty and dark literary pretensions, though many amount to nothing more than a bit of psycho-babble wrapped around a handful of lame puzzles. Once in a blue moon, however, a title emerges with the storytelling and puzzle quality to stand above the rest. A few years ago, Gabriel Knight: The Sins of the Fathers was the one to watch (and play). Now, its six-disc sequel, Gabriel Knight II: The Beast Within, raises the bar another level with a suspenseful, richly crafted, and challenging adventure.

Sins of the Fathers was equal parts puzzle/adventure game and interactive fiction: you played as Gabriel Knight, a New Orleans writer, book dealer, and part-time sleuth who became involved in a mystery of voodoo and murder. The new version (written by Phantasmagoria creator Jane Jensen) continues the tradition of clever writing and genuinely jarring suspense. In this installment, Gabriel has moved to Germany after discovering that he is the last in a long line of fighters of the supernatural, known as "Shattenjägers" (Shadowhunters). He has inherited the family castle outside Munich, and it isn't long before the leaders of the local village demand that he investigate a series of gruesome killings apparently committed by werewolves. Gabriel and his research assistant, Grace, must delve into a century of lycanthropy legends, Bavaria's "Mad King" Ludwig II, and composer Richard Wagner to solve the mystery.

The acting won't win any awards (Gabriel's "Southern" accent could cause any Cajun to blacken the discs), but the backgrounds are great. The designers have gone to the trouble of using actual photographic backgrounds of castles, the Bavarian countryside, and the city of



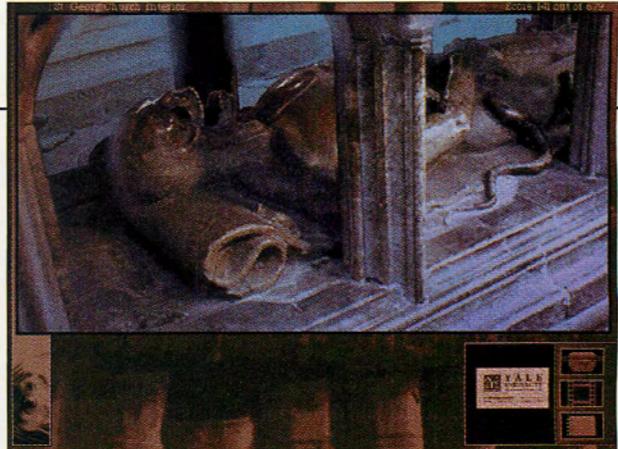
SEEN ANY BIG DROOLING DOGS AROUND HERE LATELY? Direct interrogations are a large part of this game, and Gabriel can be pretty direct.



"I SAID H-O-S-T-E-L, NOT H-O-S-T-I-L-E": bluescreening is bluescreening, but the photographic references add a nice touch that rendered backgrounds can't.



DAS IST NICHT MEIN BIER: Gabriel will follow this case wherever it leads him—even if it's the local pub.



THINGS THE CHURCH DOESN'T ADVERTISE (and when you're detective Gabriel Knight, you never know what you might dig up).

Munich—rather than computer-generated scenery—which adds to the we're-not-in-Kansas feel. Gabriel and Grace dominate alternating chapters and, finally, share control of the concluding one. (There's one chapter per disc.) The balance between Gabriel's more physical investigation in Munich and Grace's historical research in the countryside gives the game an elegant ebb and flow, especially in the information-heavy middle chapters. Jensen has proven (again) that she can do the amazing: create strong, realistic female characters in the male-dominated computer gaming world. Brava!

The Beast Within's interface has a fairly standard adventure-game structure, though it is easier to use than most games in this genre. The bottom of the screen offers easy access to your inventory (items which can be examined or combined with one another); you can replay the major transitional movies; and you can review Gabriel's or Grace's records of their respective investigations (Gabriel's tape recordings of conversations; Grace's notebook). When you play as Grace, you conduct the investigation through interviews, by reading texts and visiting museums. Interviews with characters are fairly straightforward (especially for veteran Gabriel Knight players) and consist of clicking on a character and asking questions from the list of questions that appears at the bottom of the screen. Ask each question that appears, and follow-up questions are added to the list as the conversation progresses. This doesn't provide the greatest sense of freedom and interaction, and can grow tedious, but occasionally you may glean something hidden; for example, when a character drops his wine glass in response to a question, you know you have hit a nerve, even if Gabriel seems unaware of it.

"We all have a beast within us" is the message of this involving game. That may sound heavy, but Gabriel Knight II is also an adventure game of the highest rank. Despite a moderately predictable plot and don't-give-up-your-day-job acting, The Beast Within is that rare bird: a genre piece good enough to make you forget the rest. —Bart Farkas

GOOD NEWS: Gripping game with easy interface, strong acting, and a superb endgame. Very good puzzles.

BAD NEWS: Plot is a bit predictable. RAM hog (13MB of free RAM isn't enough to run at full resolution). Crashes a lot.





reviews

Voyeur II

DEVELOPER: Philips Media

CONTACT: 800-340-7888, <http://www.philipsmedia.com/media/games>

PRICE: \$54.99 (srp)

REQUIREMENTS: CD-ROM, System 7.1 or later, 68040/33MHz or better, 8MB of RAM, thousands of colors

Imagine a game in which you're handed a Playboy-like magazine, but if you want to look inside, you have to stand on a 12-foot ladder and drop the magazine to the ground. If it opens to a picture, you can squint and try to make it out. If not, try again, ad nauseam.

Voyeur II is a CD version of this. Here's the premise: you're a Peeping Tom with a video camera that is pointed at the large house across the way. Somehow you realize that it's vital to record the goings-on within the house because someone is about to be murdered, and your peeping skills may just save a life. But your video camera can only look in one room at a time, and it only has so much power; you risk missing the murder and fear the next morning's radio report. Okay, the truth is that preventing the murder isn't really your goal at all. Your goal is to train your camera on the right window of the house at the right time, in order to catch various people *in flagrante delicto*.

Here's the pickle: this is only accomplished by clicking on various



YOU WANT ME TO WHAT?: Propositions are us (without any fun payoff, even) in this wearisome game. And the quality of video is low, even on a heavy-duty machine.

windows across the way until something happens. If nothing's going on, you'll just see an empty room. Even when trying to achieve the game's stated goal (yeah, right), the clicking is repetitive and annoying. And there are times when nothing is going on in any of the rooms. This makes for a grand ol' time, as you click and click and click and...

To make it all more exciting, there's no "Save" feature. The game plods along in real time, at the end of which you've either prevented the murder or not. So you've got to play the entire thing again once you figure out what you were doing wrong the first time.

So the mechanics aren't great. How about the acting? Voyeur II is 2 CDs of full-motion really bad soap opera video. —*Ted Alspach*



GOOD NEWS: It's put out by the company that invented the CD.

Nice to see Dennis Weaver getting work.

BAD NEWS: Just about everything. And why does the cursor draw big black lines over the screen?

F/A-18 HORNET 2.0



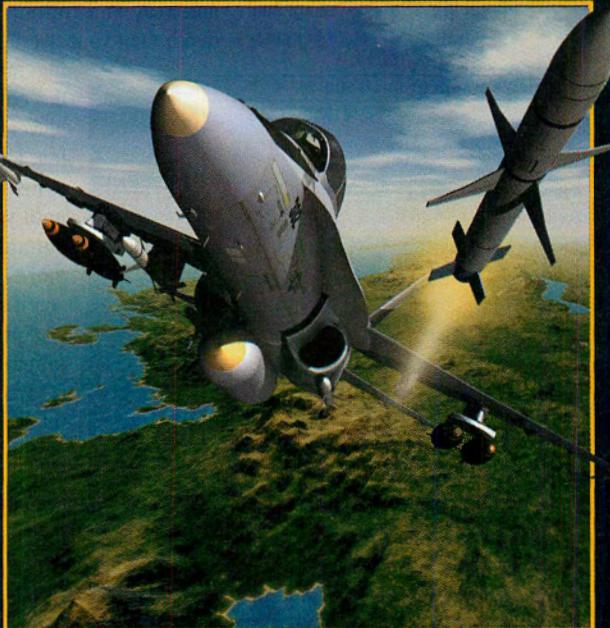
"...this is the finest flight-sim on the market!"

—*Mac Action*



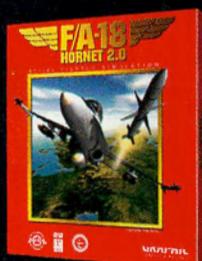
"If you want a modern flight sim, look no further."

—*MacHome Journal*



"The look and feel are top-notch..."

—*Strategy Plus*



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reviews



FIND A DEMO
of Close Combat on
The Disc

reviews

Close Combat

PUBLISHER: Microsoft
CONTACT: 800-426-9400; <http://www.microsoft.com/games>
PRICE: \$39 (street)
REQUIREMENTS: PowerPC Mac, 12MB of RAM, System 7.5 (16MB of RAM and 15-inch or larger monitor recommended)

Bash Microsoft? Who, us? Well, not this time; not with a game that was made on a Mac and then ported to the PC. Close Combat is a complex combat simulation set during the days of World War II following the Allied landing in Normandy. You can play as the Americans or the Germans (but not the British, French, Belgians, etc.). As the Americans, you must gain ground in the French hedgerows, ultimately ending up 20 miles inland at Saint-Lô. As the Germans, you must hold the line.

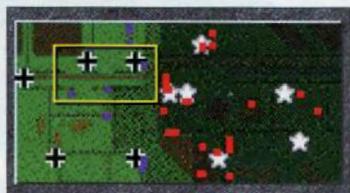
We recommend playing through the tutorial, which is very thorough and fun to boot. You'll learn how to command your troops, and who can move, fire, and hide (among other things). WWII buffs will appreciate Close Combat's realism. The sim follows the battle closely, using the exact weapons and correct firepower (which are also detailed in an AppleGuide help system that even includes QuickTime movies showing the actual weapons and tanks).

Close Combat adds several new features to standard war-sim fare. First of all, everything is in real-time, rather than turn-based, so it's more like WarCraft in that respect than TacOps. And the animation is in real-time, too, so if you lob a smoke grenade, you'll see the explosion, then watch the smoke dissipate. Unique to Close Combat is the ability to track the mental states of individual soldiers. These can range from panicked to berserk (and you'll need to take care to rally your panicked troops).

The downside to playing this game in real-time is sheer information overload—it is very confusing to receive status information from ALL of your units every time they are hit. There is absolutely way too much going on at one time and no way to offload tasks. You should be able to give a squad



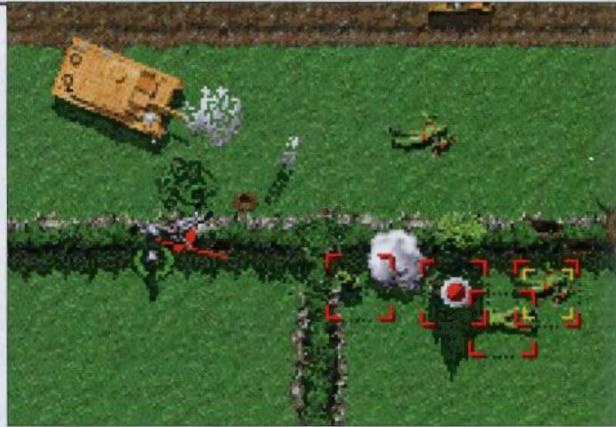
DIDN'T WE TELL YOU to use smoke before moving troops?



YOU DON'T GET TO USE THIS miniature map unless you have a 15-inch monitor.

Tips Subhead

- Be sure to do the tutorial, otherwise you're dead meat.
- You can't just throw all your guys against someone, you have to think tactically. We found that flanking worked best (both for and against you). The manual has a whole chapter devoted to strategy. Read it.
- Concentrate your firepower.
- Don't try to move your troops without providing cover fire.
- Use smoke before moving troops.
- Play the game on slow; otherwise, you'll be overwhelmed.



THOSE TANKS REALLY PACK A WALLOP—look at the holes they left in the shrubs.

WOULD YOU TRUST GILLIGAN WITH A BAZOOKA? Close Combat also features other celebrity grunts.

or team a battle plan and have them attempt to achieve it as the battle conditions warrant, but you can't. Despite the developer's claims that Close Combat reproduces the realism of combat and the subtle psychological factors affecting the soldiers, the soldiers can't process more than one instruction at a time; so you can't tell them to run up a road, hide behind a bush, and then shoot a tank. You have to wait for the soldier to complete each task before giving him a new order.

Close Combat can be played on a network, and it's fairly easy to connect two machines. However, a two-player game requires two CDs. (It would be better if the game used the WarCraft or Marathon model that allows you to play against a friend with just one CD.) You can't customize the network battles at all and are forced to fight as Germans vs. Americans. (It would be interesting to see Germans working together or Americans vs. Americans.) You also can't select the number of units on each side. But the networked games are cool nonetheless.

With a few tweaks, Close Combat could have been a freakin' awesome game. It really only lacks a way to macromanage your troops. If you're a WWII buff, or a war-sim fanatic, we wholeheartedly recommend Close Combat. —Kathy Tafel and a few networked friends

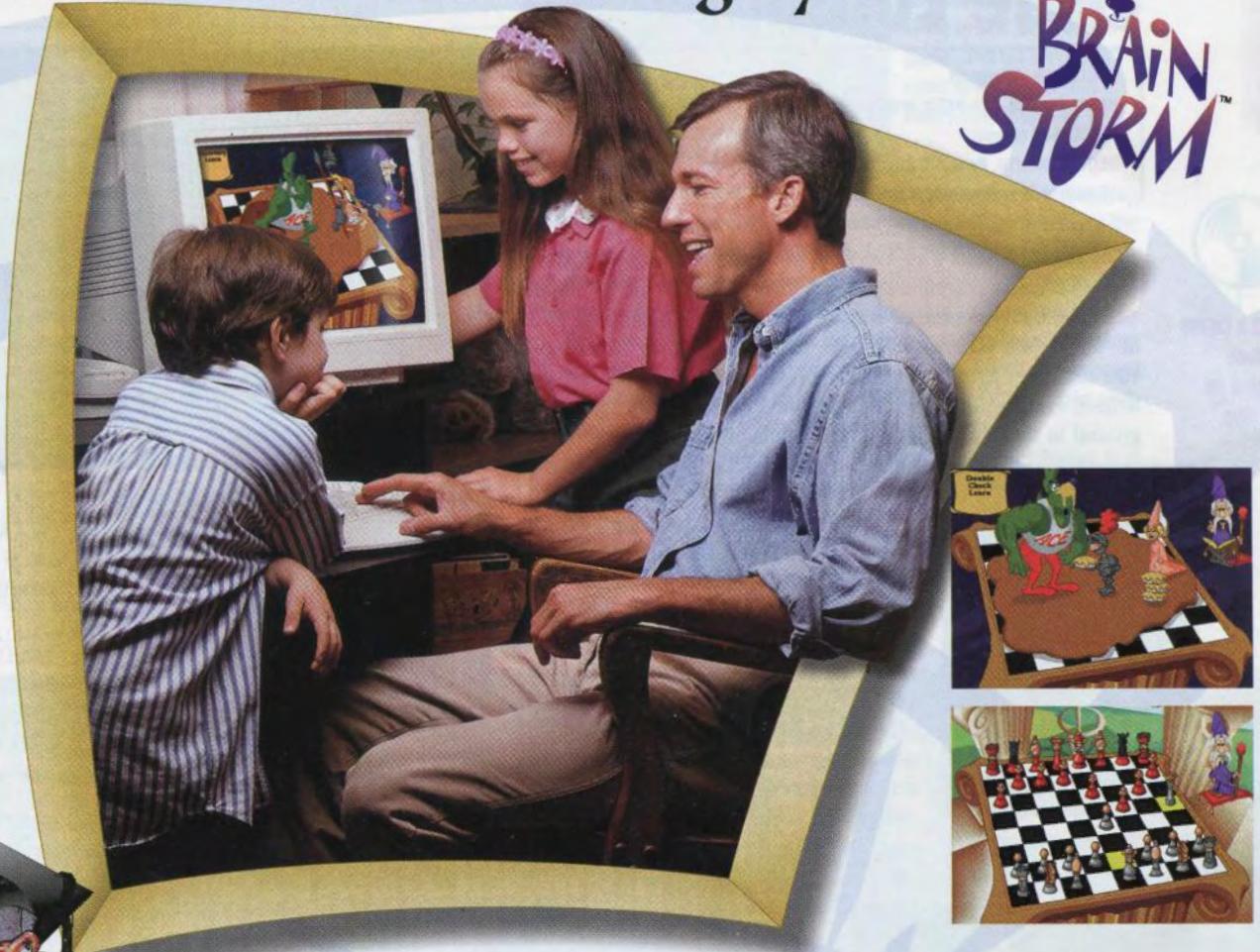
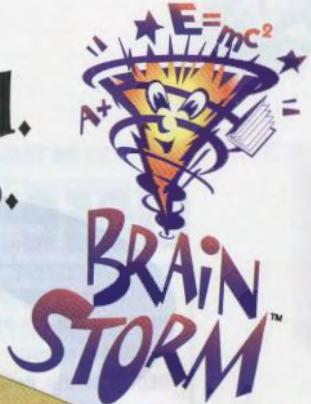
GOOD NEWS: Extremely realistic. Wonderful graphics and sound.

The animation adds depth to a normally 2D genre.

BAD NEWS: Information overload. Hard to identify soldiers (get those camo outfits really work). Network play requires two CDs. Autoscrolling is very slow.



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Fully animated lessons with zany sound effects transform challenging strategies like the Fork and the Pin into child's play. Including an easy point-and-click interface and progressive difficulty levels, *Chess Mates* is the fun innovative way to master chess.

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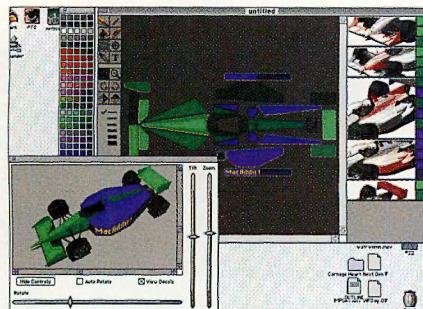
reviews

IndyCar Racing II

DEVELOPER: Sierra On-Line
CONTACT: 800-326-6654; <http://www.sierra.com>
PRICE: \$499 (street)
REQUIREMENTS: 2x CD-ROM, Power Mac, System 7.5, 16MB of RAM, 15MB of hard disk space, joystick recommended

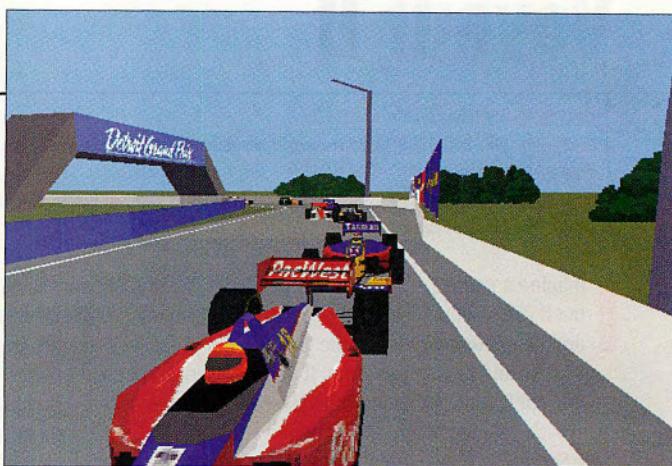
Racing games have come a long way since the days of the old arcade game Pole Position, and maybe none have come further than IndyCar Racing II. You're probably thinking, "So how much different can racing games be? You just push the accelerator, steer, and try not to crash, right?" Wrong. First off, this game comes with a manual that is longer than a driver's education book for a real car. Secondly, this isn't so much a game as it is a simulator; this is to Pole Position what F/A-18 Hornet is to Glider. (There are 56 key commands listed on the quick reference card.)

IndyCar is a complete simulation of one of the most complex pieces of machinery on the planet—the modern race car. As such, this isn't the kind of game that you can simply throw in



BETTER THAN HOT WHEELS:
 Here's our MacAddict special.
 You'll have to make your own.
 Fortunately, that's easy enough
 with IndyCar's Paint Shop.

BOGEY AT SIX: Passing means more than just putting the pedal down. As in real life, strategy, timing, and drafting all play a big part.



VROOOOM!: Hang on to your head—this is what you'll see for the next 500 miles.



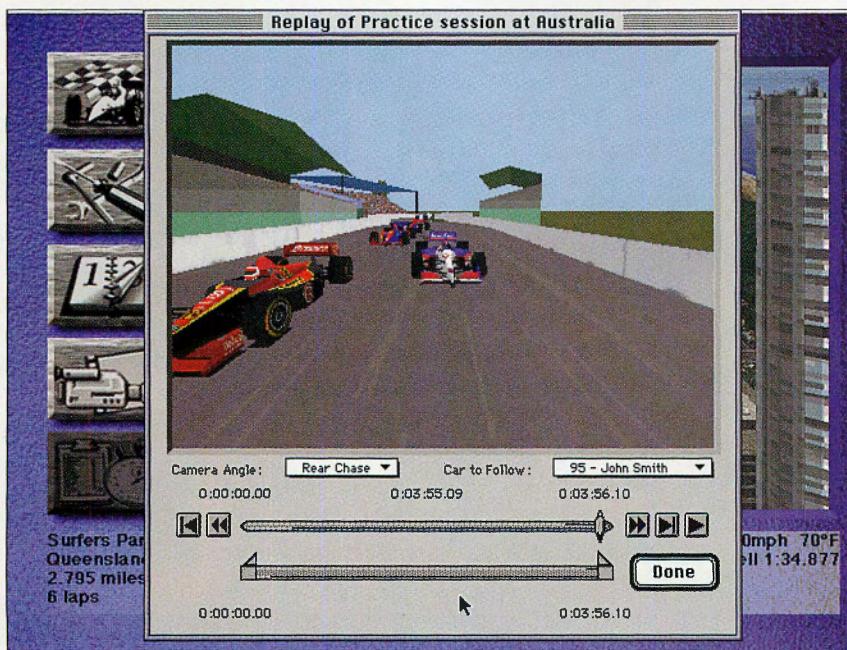
THIS AIN'T NO SUNDAY DRIVE: Difficulty is the be-all and end-all of realistic simulation. One tiny error can send you into the wall.

your Mac and play, any more than you can step off the street and into a real Indy car—you really do need to read the manual before you start. However, once you uncover the hows and whys of choosing tire compounds, gear ratios, selecting and setting the angle of your wings, adjusting the stagger, and setting the front and rear anti-roll stiffness, you'll discover a game with more depth than your average arcade racer. Beyond simply not crashing,

much of the game's challenge is figuring out the correct car settings for each course. Novice players may find all the complexity overwhelming. Luckily, the program enables you to turn off items of realism—like damage from crashes—until you ramp up in skill. You can also choose automatic transmission, auto-braking, and more. To get the full experience, of course, you'll have to risk all.

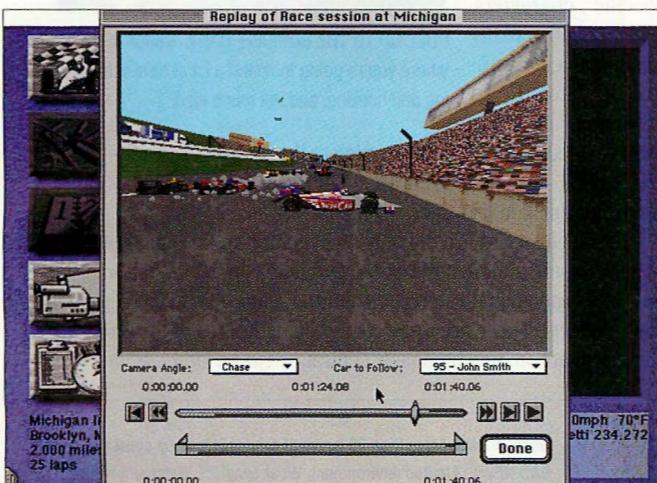
Speaking of not crashing—it can be pretty tough to stay on the track. Control is extremely precise (it changes as you wear out your tires and as you use fuel), which takes some getting used to. Control is even more tricky if you're using a keyboard (or worse, your mouse) to control the car. No, you really need the incremental control that an analog joystick, like CH Products' FlightStick Pro or the Gravis MouseStick II, to get full enjoyment from the title.

Once you master the controls you're really ready to enjoy the game, and enjoy it you will: There are fifteen tracks from which to choose



PICK YOUR PLACE: Looks peaceful, doesn't it? But once you chose a course, you're in for some hairy race experience.

OOH, THAT'S GOTTA HURT! Crashes look really excellent. That is, if you're not the one crashing.



(although, disappointingly, not Indianapolis, thanks to licensing issues); a racing season mode (you can save mid-season, of course, but not during a race); the opponent AI is dead-on; and winning a race (oh hell, just finishing a race) gives you a sense of accomplishment. One of IndyCar's coolest features (that isn't available on the PC) is the ability to actually talk to your pit crew and order adjustments to the car. You'll need a PlainTalk mike and the corresponding software.

The game's 3D graphics are completely polygonal and really detailed. A 7200/120 produces an acceptable frame-rate with all the texture-mapped detail turned on, but on a 6100/60, you'll want to run at the lowest level of detail, which does detract from the experience. As you'd expect, the action can be viewed from multiple angles during the race, with even more camera angles available for instant replays. The best graphic touch, however, was the built-in editor for creating your own custom-color schemes and advertising decals. That's cool.

Overall, this game is a lot more complicated than expected, but once I settled down and read the manual, I found a deep, satisfying strategy-driving experience. If you're into racing, buy IndyCar and, well... start your engine. (Sorry, I couldn't resist.)

—Chris Charla

GOOD NEWS: Total racing experience simulation. Great graphics and play. Your best chance at being there (for under a few million).
BAD NEWS: Heavy hardware requirements. Full-sim mode may be too for most.



EMPTY YOUR SHOES...

A-10 Attack!...



the
Best Flight
Simulator
of 1995...

MacWorld Magazine
January '96

just got
even
better...



A-10 Cuba! is locked, cocked & ready to rock...

Guerilla forces have taken control of the beautiful island of Cuba, and once again the

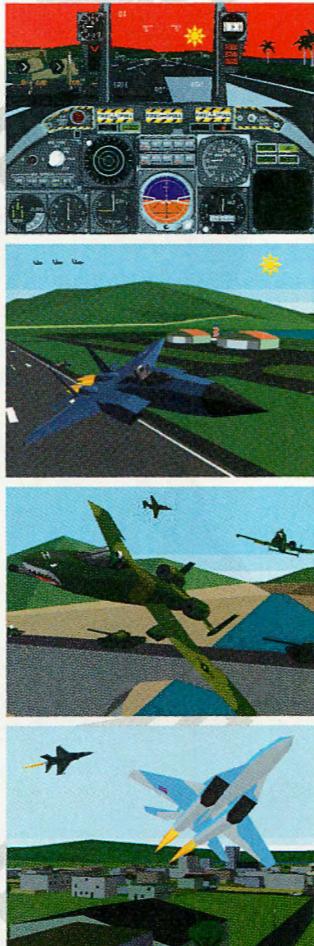
A-10 Warthogs must suppress the enemies of freedom.

Defend the run-down Naval Air Station, pepper tanks with a big gun, and transform MiGs into smokin' garbage!

A-10 Cuba! includes exciting action-packed missions, multiple network arenas, and many other new features. Enjoy hours of explosive fun with the included mission player. For enhanced mission planning capabilities, A-10 Cuba! can be used with the original A-10 Attack! mission editor. Defend the world's innocent – while there's still time!

Features Include...

- 100% Power Mac native
- 12 action-packed missions
- 4 network arenas
- 8-player network mayhem
- new high detail models
- smooth real-time graphics
- accurate flight dynamics
- realistic rolling terrain
- detailed geographic features
- interactive instrumentation
- visible control surfaces
- over 20 weapon systems
- external ordnance
- A-10 Attack! compatibility



101 West Renner Road, Suite 430
Richardson, TX 75082, USA
Tel: 214 479 1340 Fax: 214 479 0853
website: www.parsoft.com
e-mail: info@parsoft.com

actual screenshots from A-10 Cuba!



reviews

Don't Quit Your Day Job

DEVELOPER: Philips Media

CONTACT: 800-883-3767; <http://www.philipsmedia.com/media/home>

PRICE: \$49.99 (srp)

REQUIREMENTS: 68040 or better processor, 6MB RAM, System 7.0 or later

Now that the Mac is considered a viable game medium, ready yourselves for a steady stream of bad games. One of the first to arrive is *Don't Quit Your Day Job* from Philips Media. Set in the world of stand-up comedy, DQYDJ treads extremely shallow water.

You are a talent scout for the late-night program "The Johnny K. Show." Your assignment: to hang out at The Improv (an actual Los Angeles comedy club) and help a fictional comedian land a spot in the main room. By talking to characters in the club, you collect items (a slice of cheesecake, a bottle of champagne) which earn you pieces of a ticket to The Improv. Obtain all six pieces and your comedian gets his or her big break.

Sound exciting? Mildly entertaining? Unfortunately, it's not even that. Click-and-play games can grow tiresome with little else to hold your interest. The entire game takes place inside the club—fine if you're going to see comedians, but limiting in a game of exploration. You can open drawers or look at things up close, but there's no point

really, because you only advance in the game by speaking with specific characters.

Whether you actually obtain an item or are flushed into "Hell's Basement," is apparently decided randomly. By returning to the same characters—there are only six—you can easily obtain all the items needed to win the game and finish in less than two hours.

The video scenes are the only saving grace and the acting is surprisingly good, although the actual comedic content is sophomoric: fart jokes and genital references abound, complete with bathroom sound effects. There are a few actual comedians, but for stand-up comedy in action, watch Comedy Central. —Adam Douglas

GOOD NEWS: More than 30 hours of original stand-up comedy.
BAD NEWS: Limited environment. Weak graphics. Bathroom humor.



Now

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reviews



Catz

DEVELOPER: PF. Magic
CONTACT: 800-48-ADOPT; <http://www.pfmagic.com>
PRICE: \$19.95 (srp)
REQUIREMENTS: 68040 33MHz or higher (PowerPC recommended), System 7 or later, 5MB of RAM, 13MB of hard drive space

As landlords become pickier, this may be where all of us pet-loving people end up. Catz (the program) lets you make a playpen for your Catz (the "pet") on your desktop, and as long as you keep the program running, your electronic friend can frolic to its heart's content. It's up to you to play with your Catz, pet it, feed it, groom it, lure out a mouse for it to chase, or do basically anything else you could do with a real cat except feel the fur between your fingers. Of course, considering you don't have to deal with hairballs, litter boxes, or broken crockery, it might not be such a bad exchange.

After the simple installation, you choose your adoptee from five types (my fave is Pouncer). You can rename your pet, paint it a new color, and then plop it into its new playpen, which you can customize with parquet floors, carpet, etc. There's a shelf full of useful items (such as a brush, food, water), toys (the "cat dancer" bobs around amazingly accurately), and a mouse hole, from which a mouse



A MOUSE IS A MOUSE, OF COURSE, OF COURSE: With your Catz on the prowl, your desktop is safe from stray rodents.

occasionally pops for your Catz to chase—Catz never kill the mice though, no matter how much I cheer on my little Pouncer (renamed Kitsune).

Catz also has a practical side. You can set your own Catz to be a screen saver (CatNapz), and even enable password protection. You can also put an Adoption Kit onto two floppies and give them to a friend, who'll then have a limited-time version of Catz, which can be upgraded into a full version through the Web site or by calling the company.

At first, I was put off by the cartoon-style depictions, but PF.Magic did such a good job of programming realistic cat behavior that I soon overlooked it. I found myself spending inordinate amounts of time petting Kitsune, brushing him, and whirling around the cat dancer.

So, yes, it's just a computer thing, but it's a lot more fun on your screen than fish. —D. D. Turner



GOOD NEWS: Inexpensive and causes no problems—except that you may waste a lot of time with your virtual pet. Very Cute.

BAD NEWS: Forces the screen to 256 colors. May slow 68K Macs. Very Cute.



FIND A
DEMO OF
Catz on
The Disc.

Now

You Can Answer Your Mother's Prayer.

Appear



Nightly In Her Living Room

In Living Color.



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Now You Can With Color QuickCam

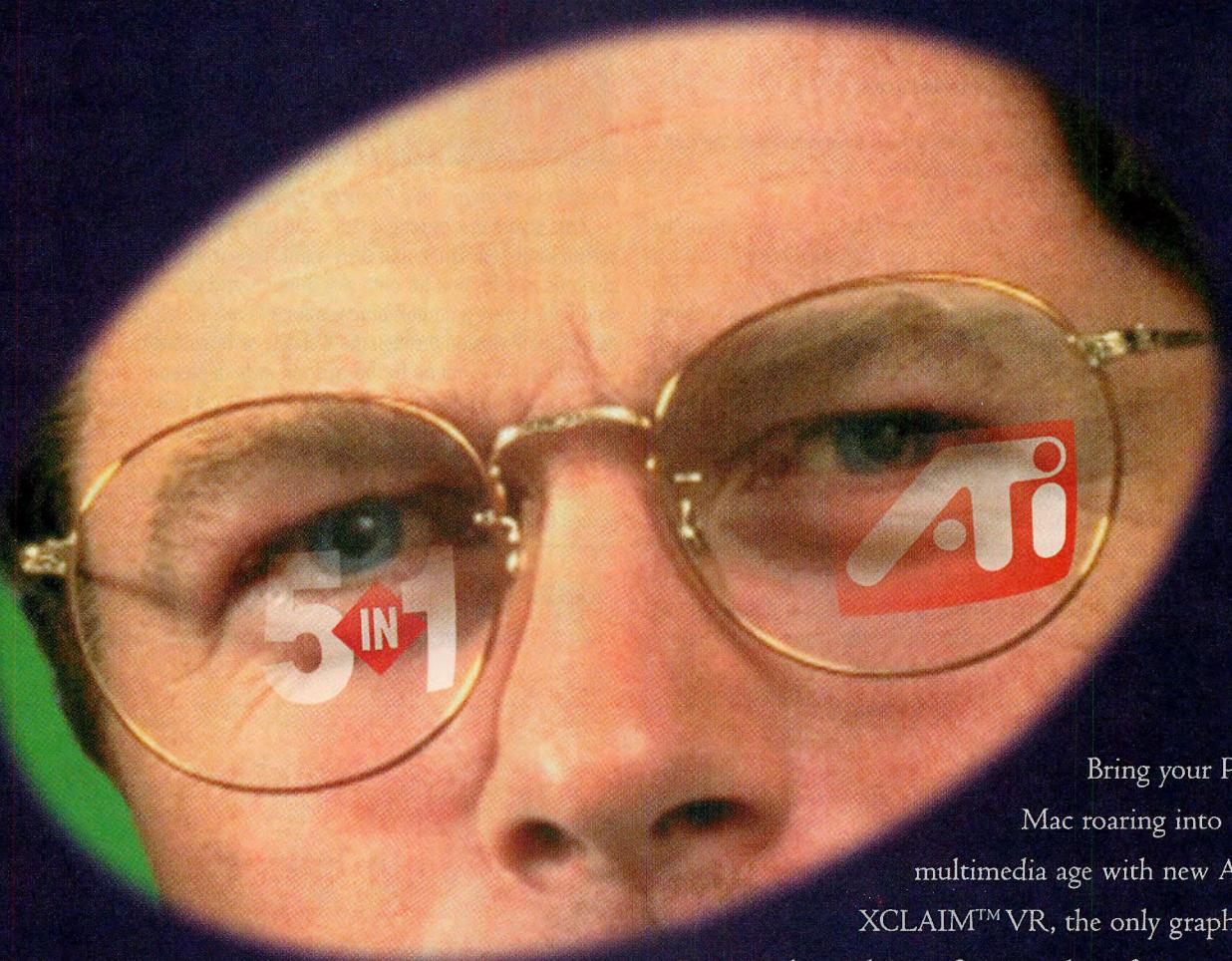
For Windows and Mac platforms. Available wherever computer products are sold.

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reviews

NEW ATI XCLAIM VR.

It's more graphics upgrade than you've ever seen on A SINGLE CARD.



Bring your PCI

Mac roaring into the

multimedia age with new ATI

XCLAIM™ VR, the only graphics

upgrade combining five must-have functions in

one product. **MAC2TV Video Out:** Plug your MAC into your big screen TV for in-your-face, arcade-style game playing and riveting full-screen presentations. **Video In:** Capture frames and QuickTime movies from your VCR



or camcorder, and use them in other documents. **QuickTime Acceleration:** At last, you can get

truly usable, full-screen, full-motion QuickTime video playback. **QuickDraw 3D Acceleration:** See richly textured 3D, rendered at blinding speed, for amazing gaming action and incredible VRML Web browsing.



2D Graphic Acceleration: Get screen resolutions up to 1152x870. See up to 16.7 million brilliant colors. Turn your PCI Mac into an amazing graphics and multimedia powerhouse with

new ATI XCLAIM VR. It's just \$269*. See your dealer today. Or check out all the details at www.atitech.ca.



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This is a study about you—a very special person—a new subscriber to MacAddict. Please complete this questionnaire by placing an "X" in the appropriate box or by writing your answer in the space where applicable. **All respondents to this survey will be entered into a random drawing in which 25 winners will receive a free copy of Web Quick from Europa Software.**

About You and Your Household

1. Are you:

male? female?

2. What is your age?

Under 18 36-45
 18-24 46-54
 25-35 55-64
 65 or over

3. What is your current marital status?

Married
 Widowed
 Single -- Never married
 Separated or divorced

4. What is the highest level of school you have completed or the highest degree you have received?

Less than high school graduate
 Graduate high school or equivalent
 Graduated from 4-year coll.
 Post Graduate study w/o degree
 Post grad with degree

5. Which one of the following best describes your present employment status? Please check one answer only

Employed full-time (30 or more hours per week)
 Employed Part-time (less than 30 hours per week)
 Not Employed

6. Do you work at home?

Full-time
 Part-time

7. What is your job title or position? (Please be specific. For example: Office Manager, Partner, Nurse, Salesperson, Teacher, Doctor, Lawyer, Vice-President, Machine Operator, Software Engineer, etc)

Write-In _____

8. What are your most important responsibilities or duties at work? (For example: purchasing equipment, patient care, assembling engines, etc)
 Write-In _____

9. Do you have children?

yes no

10. If so, how many are there in each of the following age groups?

18 years or older
 12 - 17 years old
 6 - 11 years old
 5 years or younger

11. Please place an x in the box that best describes the total combined household income before taxes in 1995. (Please include all income for yourself and all other persons living in your household from all sources.)

Under 20,000
 20,000 - 29,999
 30,000 - 39,999
 40,000 - 49,999
 50,000 - 59,999
 60,000 - 69,999
 70,000-99,999
 100,000+

Computers

1. Do you or anyone in your household own a Macintosh computer?

yes no

2. Is this your first Mac?

yes no

2A. If not, how many previous Mac's have you purchased or owned?

2B. Do you own a Mac compatible? If so, which type?
 Write-In _____

3A. Which type(s) of Mac(s)

does your household own?
 Write-In _____

3B. For each type owned—how many of each type does your household own?
 Write-In _____

3C. For each type owned—were you involved in the purchase decision?

yes no

3D. Which type(s) of computer does your household plan to purchase in the next 12 months?

Performa Series
 Power Mac
 PowerBook
 Mac compatible

4. Do you have a cd-rom drive? If yes, which speed? _____

5. Do you frequently upgrade your system and/or peripherals?

yes no

6. Do you plan to install more ram? If so, how much? _____

7. Do you consider yourself a novice, intermediate or advanced user? _____

8. How long have you been using a computer? _____

9. How many hours per week do you spend on your home system? _____

10. Do you influence others purchasing decisions?

yes no

11. How many software titles do you currently own? _____

12. How many software titles do you plan to purchase in the next 12 months? _____

13. Which are the top three types of software that you purchase? Please rank in order with 1 being the most frequently purchased and 3 being the least frequently purchased.

Games/Entertainment
 Children's Education/Reference
 Adult Education/Reference
 Graphics/DTP/Multimedia/Video/Photo
 Personal Productivity

14. Where do you typically buy software and/or hardware? (Please check all that apply)

Catalog
 Computer Store/Dealer
 Consumer Electronics Store
 Direct from Manufacturer by Phone
 Internet
 Mail or Telephone Order
 Other

15. Do you use the internet at home?

yes no

16. If you use the internet at home, how do you gain access?
 Write-In _____

Geographic Area

Your Address?

Your Phone Number?

Thank You!! We appreciate your help. Please mail the completed questionnaire to:

Imagine Publishing
 c/o Jana Massey
 150 North Hill Drive
 Brisbane, CA 94005
 Fax: (415) 468-4686



cd-roms

3D SKELETON ■ BEER HUNTER ■ HOME REMODELING ■ ORIGINS OF MANKIND ■ PERFECT SPANISH ■ SACRED & SECULAR ■ THINK & TALK SPANISH 2.0

Unless you're Bill Gates, most CD-ROMs are still a tad too pricey for spur-of-the-moment shopping. Shelling out the average \$35 to \$40 it takes to break these babies out of their oversized packaging is a small investment for most people. Although there seems to be a

disc to meet your every interest, whether it's beer drinking, home remodeling, or beer drinking while home remodeling, not every title is worth a chunk of your paycheck. Before you lose your shirt at your local computer store, read our reviews of this month's CD-ROMs. —*Nikki Echler*

Sacred and Secular

PUBLISHER: Voyager
CONTACT: 800-446-2001;
<http://www.voyagerco.com>
PRICE: \$39.95 (srp)
REQUIREMENTS: 2X CD-ROM,
 System 7.1 or later, 25MHz 68030
 or better, 8MB of RAM



Voyager's Sacred and Secular meets the needs of any classy computer user searching for the perfect coffee table CD-ROM. Once you've quickly flipped through Marilyn Bridges' spectacular black-and-white aerial photos, set the tastefully designed box on your bookshelf—your friends and co-workers will notice how cultured you are.

True fans of the arts will love the awesome collection of photos that capture visual landmarks spanning six nations: Egypt, Greece, Mexico, Peru, the United Kingdom, and the

United States. You may even be tempted to sit through Bridges' annoying narration, a meandering, monotone, new-agey monologue which often trails off for no reason...

If you can't get past the voice and don't mind missing out on her occasionally interesting insights to the art, you can always turn the guidance off and enjoy the photos on your

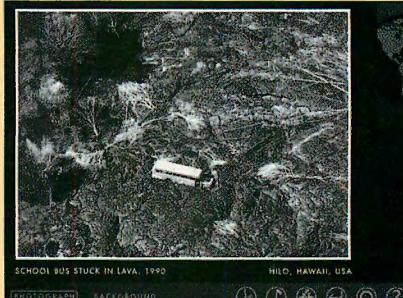
own. The works are organized geographically with pointers showing their mapped locations, and chronologically via an illustrated timeline. From the guided tour you can choose from five topics that range from photos of the Nazca of Peru to farming, or you can just sit back for a slow-moving slide show in meander mode.

The Last Words:

Judy: The information on monuments and creations of nature is interesting; if only she could retain my attention as well.

Mark: Marilyn Bridges is a talented photographer, but her voice-over work leaves something to be desired. Nonetheless, I was riveted. Bridges' aerial photographs are stunning and her ruminations are interesting.

Adam: The photographs are very cool, but I don't like her voice.



Stunning photos survive a lousy script.

Berlitz Think & Talk Spanish 2.0

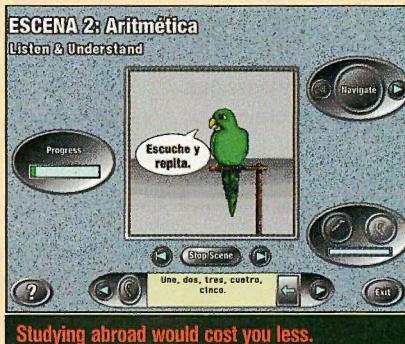
PUBLISHER: The Learning Company
CONTACT: 800-800-5609;
<http://www.learningco.com>
PRICE: \$100 (street)
REQUIREMENTS: 2X CD-ROM,
 System 7.1 or later, 25MHz 68040
 or better, 4MB of RAM



Make it through all 50 lessons included on the Berlitz Think & Talk Spanish CD-ROM and you'll finally be able to sip sangria with your Spanish-speaking amigos. But for this \$100 title, you better hope they're footing the bill.

The sticker shock wouldn't be so bad if the title didn't discriminate against Mac users by offering the coolest feature—speech-recognition technology—just to PC punks. Mac students can only test themselves on their written achievements.

Each of the 50 Berlitz lessons introduces real-life situations that are illustrated with cartoon-style drawings and are peppered with Spanish words and phrases for you to listen to and repeat. The exercises test your knowledge and offer study suggestions, which you might like to print out, but can't.



Studying abroad would cost you less.

The extensive 10,000-word Spanish/English dictionary is useful, but disappointing, since it offers word translations, but doesn't speak them aloud. You can get better multimedia than this from books on tape.

The Last Words:

Judy: Just trying to remember the last time I learned anything of value from a green parrot. Clunky interface, slow response, and unprofessional.

Mark: The overall package is clunky and amateurish: Its sins include perfunctory exercises with no scoring, graphics that must have taken a whole 10 minutes to create, and a cheesy dictionary section which doesn't let you hear the words spoken aloud.

Adam: I think I actually know less Spanish now than when I installed this freakin' thing.

Michael Jackson's World Beer Hunter

PUBLISHER: Discovery Channel
CONTACT: 800-678-3343;
<http://www.discovery.com>
PRICE: \$34.95 (street)
REQUIREMENTS: 2X CD-ROM,
System 7.0 or later, 8MB of RAM



If your idea of a trip around the world means drinking imported beer at domestic prices, sip a few with the World Beer Hunter before making any travel plans.

Beer expert Michael Jackson pours 20 years of intensive research into an all-inclusive beer bash of a CD-ROM. Visit more than 500 breweries, linger over more than 300 beers, and keep track of it all in your "Personal Pub" notebook.

You can start slowly by taking any of the 11 guided tours that range from the Ingredient Tour, which fills you in on the

whole malting process and more, to a worldwide Pub Crawl. Or search for that special mug of suds by name, style, brewer, region, or keyword. Jackson even offers up a list of the 24 beers you'll want to pack in your cooler, should you just happen to get stuck on a deserted island anytime soon.



Global beer bash spills over with suds.

The Ultimate 3D Skeleton

PUBLISHER: DK Multimedia
CONTACT: 800-356-6575;
<http://www.dk.com>
PRICE: \$29.95 (street)
REQUIREMENTS: 2X CD-ROM,
System 7.0 or later, 25MHz 68LC040
or better, 8MB of RAM

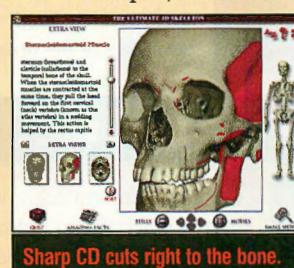


Bone-up on your body parts as DK Multimedia takes a look beyond the blood and guts of the human body and picks apart each of your 206 bones in this educational 3D tour.

In this highly focused bone dig, you can stare at, flip around, rotate, and print out every ossified ounce of matter that matters. Click anywhere on the skeleton at the side of your

screen for a close-up view of a bone. Once the bone is in your sights you can opt for different views or twirl it around in movie mode.

An "Amazing Facts" box offers up tidbits that are interesting, but hardly amazing. "Many of today's medical terms come from the language of the Roman Empire, Latin." Oooh, big surprise. The quiz game, however, proves to be a useful study tool by asking you to locate and name a random selection of bones.



Sharp CD cuts right to the bone.

Origins of Mankind

PUBLISHER: Maxis
CONTACT: 510-933-5630;
<http://www.maxis.com>
PRICE: \$39.95 (srp)
REQUIREMENTS: 2X CD-ROM,
System 7.1 or later, 68040 or better, 8MB of RAM

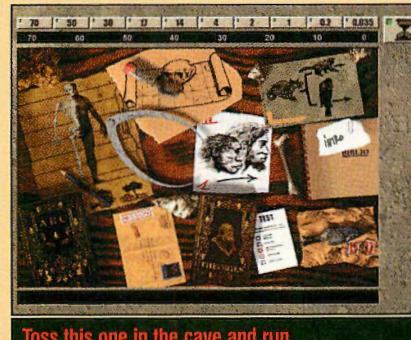


While it's not exactly the family reunion that you remember from childhood, Origins of Mankind sets out to examine from where we came. Unfortunately, it doesn't dig deep enough.

To be fair, the disc presents a pretty standard opening screen in the form of a desk littered with notes, books, and other junk. Clicking on these objects takes you to a timeline that spans 70 million years, a 3D climb in humankind's family tree, a quiz, areas that let you morph one ancestor into

another, and a game where you staff, equip, and conduct an archaeological expedition.

Although Origins has promise, massive design flaws don't do much to help this poorly researched title. Cryptic controls, a shortage of cross-referenced material and display



Toss this one in the cave and run.

If you're still thirsty for more news on beer, you can connect to the Beer Hunter's Web page, for all the latest news that's brewing in the industry. Drink up, Johnny.

The Last Words:

Judy: Filled-to-the-top with worldwide brewery and beer information, Michael Jackson's disc is full-bodied and satisfying. Could take or leave some of the intro videos, but in all, these suds soak the standard guides.

Mark: I have to give Michael—No, not that Michael—Jackson credit for a thorough survey of the world's beers. Extensive hyperlinks, thoroughly fleshed-out write-ups on each beer and Jackson's soothing Michael Caine-esque voice are pluses.

Adam: A very nice piece of work: informative, practical, and thorough.

The Last Words:

Judy: DK used multimedia technology to its best with this disc: a book on the subject would be a decent reference, but this disc makes standard text seem like a bunch of old bones.

Mark: OK, I'm a happy camper. I fire up a CD-ROM that bills itself as "The Ultimate 3D Skeleton," and what do I get? Bones, and lots of 'em. Patella, elbow, ulna, mandible, and phalange—from head to toe—all labeled and described in exhaustive detail.

Adam: A rotating skull is good, it could only be better if the skull's eyes lit up, it spun around 360 degrees while laughing hideously, and then puked.

bugs make your experience frustrating and dull. There is some good stuff buried in the disc's lower strata, but the amount of digging required to reach it would tax the patience of even the most dedicated archeologist.

The Last Words:

Judy: Totally disappointing. I'd rather sit through my college History of Mankind semester all over again than have to work through this disc.

Mark: Plagued by display glitches, intermittent screen black-outs, glacial performance and a bewildering interface in which I could only guess what was clickable and what wasn't, I simply gave up.

Adam: It has a lame soundtrack and a cumbersome interface.

Better Homes and Gardens Remodeling Your Home

reviews

PUBLISHER: Multicom Publishing
CONTACT: 800-850-7272;
<http://www.multicom.com>
PRICE: \$34.95 (street)
REQUIREMENTS: 2X CD-ROM,
 System 7.1 or later, 68030 or better,
 8MB of RAM



You're sick of your space, but can't spare the cash for new digs. The solution? Give your mansion a makeover. Better Homes and Gardens' home remodeling title was designed to help you do just that. Unfortunately, in the attempt to include everything and the kitchen sink (in 3D, mind you) you spend more time wandering around other people's remodeled homes instead of working on your own.

The disc contains an enormous amount of



We loved the tub, but drowned in the disc.



Fully furnished disc could use a new floor plan.

information, including which materials you would need for each type of home remodel project, why you should use them, why you shouldn't, and how much it would cost if you did. It also covers a hodgepodge of issues, guidelines, and suggestions you should

consider when working on any section of your home, from the bedroom to the backyard deck.

If you're lacking inspiration, you can also tour more than 100 sample renovations, 20 of which use virtual reality to give you a fuzzy look around the entire room. Almost all of the remodeled rooms come with rudimentary floor plans that you can copy and use for yourself. Unfortunately, once again, Mac users are getting the short end of the stick as only Windows users can take advantage of the program's built-in CAD

tool which lets you create your own floor plans or customize the existing examples.

But the biggest problem with this disc isn't what's been left out, but what's been thrown in. Although the material is interesting and useful, it's too easy to get lost in such a maze of unwieldy information. Endless and exhausting, touring this title is a lot like walking through a sprawling 10-story mall with no directory and bad shoes.

The Last Words:

Judy: OK, so I have house lust. There just aren't a whole lot of options for the apartment dweller. A contractor's idiot, I learned a little bit about materials. The use of VR is clever, but still doesn't make up for the PC/Mac inequities.

Mark: I can't speak to how well the material addresses the needs of the home remodeler, since I don't know interior design from a hole in the ground. All I know is that I resent the inclusion of a 3D design application 'for MPC Platform only'—a fancy way of saying 'for a Windows machine that's been beefed up to the point where it can do most of the things a Mac can.'

Adam: The Virtual Reality claim on the case is damn near Virtual False Advertising. The only thing missing from the tour here was the heart-shaped waterbed with tiger-striped sheets and the lava lamps.

Practice Makes Perfect Spanish

PUBLISHER: The Learning Company
CONTACT: 800-852-2255;
<http://www.learningco.com>
PRICE: \$40 (street)
REQUIREMENTS: 2X CD-ROM,
 System 7.1 or later, 33MHz 68030
 or better, 4MB of RAM



Practice Makes Perfect Spanish aims to help you pep up your Spanish comprehension and pronunciation, while at the same time pumping up your vocabulary through a variety of lame



This Spanish tutor cut too many key classes.

exercises. Unfortunately, you're likely to get just as much useful practice from ordering off of the menu at Taco Bell.

Mindless drills include flashcard repetition and item recognition, translation, and association. The program can track the progress of several people identified by name; marking each user's place and vocabulary progress. Too bad, but that's about the most useful feature you'll find in this elaborate dictionary. Poised as a teaching tool, the disc misses the lesson plan. However, to be fair, it does allow you to choose either Latin American or Castilian Spanish spellings and accents, depending upon where you're planning to take your next vacation.

Practice your pronunciation with vowel, consonant, and diphthong sounds accompanied by close-up movies of a person speaking each sound and a cut-away diagram showing proper tongue and jaw positions. While the application will record your voice and play it back so that you can compare your voice to that of a native speaker, its most impressive feature—speech-recognition technology—

is unavailable to Macintosh users. Windows users can enjoy a computer evaluation of their accents, while Mac folks have to rely on their own ears—unfortunate, since speech-recognition technology has long been part of the Mac milieu.

The Last Words:

Judy: You're kidding, right? Though the vocabulary for beginning and intermediate is comprehensive, the word/picture associations are not clear. And, it might occur to The Learning Company to diversify its picture book: not all parents are married and not all people are caucasian.

Mark: I'm not sure which irritates me most: the condescending "Good job!" and "Oh, that's not quite right" responses in the quizzes; the fact that all the photos were taken on location in Tennessee; or the inclusion of speech-recognition features—for Windows only. Hit the road, you're no amigo of mine.

Adam: The navigation is difficult, but it's better than el otro disco compacto. It is still kind of weak.

APACHE

Now available for Macintosh!

● Best Simulation of the Year

"I can't say enough good things about Apache... It's been a long time since I've been this hooked by a sim... Don't miss this one."

- PC Gamer

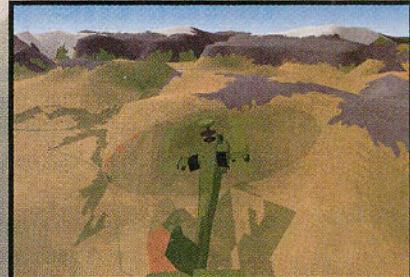
● Best Flight Simulation of the Year

"Here's one simulation that's been well worth the wait. Digital Integration and Interactive Magic have proven with Apache that they're now the simulation designers to contend with for the '95 - '96 air combat crown."

- Strategy Plus



Upgraded modem
and multiplayer
networking!



Checkout the Interactive Magic website!
www.imagicgames.com

Developed By:



To order direct call toll free:

1-800-298-0834 (North America only) or 919-461-0722

PO Box 13491

Research Triangle Park, NC 27709

Published By:



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Kidz Stuff

reviews

The Brisbane Elementary School MacAddicts give the lowdown on the latest software.

Not so long ago, kids came home from school, fired up the tube and kicked back while Tom and Jerry chased each other through the house. Sure, we got a few lessons drilled into our tiny heads between "Sesame Street" and the dependably schmaltzy After-School Special, but these are nothing compared to today's post-recess pastime.

Nowadays kids come home and boot up a huge selection of educational software that's sweetened with cartoon characters that

are created to make learning appealing even after the last bell has rung. This month's team of young reviewers sifted through titles that attempt to teach everything from grammar to Alexander Graham Bell. And, instead of just sitting back and soaking it all in, the kids got involved creating their own digital storybooks, solving math puzzles, flushing out evil villains, and tracking experiments.

Read on to find out what our review board thought of this month's software selection. —*Nikki Echler*

Meet the players...



CARL LAM, Age 11, Grade 5

EXPERTISE: Math

PICK OF THE MONTH: Word Munchers Deluxe



KATHLEEN MARIE MCKNIGHT, Age 10, Grade 6

EXPERTISE: Nature and naming things

PICK OF THE MONTH: Mortimer and the Riddles of the Medallion



KRYSTAL WHITE, Age 11, Grade 5

EXPERTISE: Art

PICK OF THE MONTH: Infinity City



LENA RUDOLPH, Age 10, Grade 6

EXPERTISE: Piano

PICK OF THE MONTH: Mortimer and the Riddles of the Medallion



ROCKSON YAN, Age 11, Grade 5

EXPERTISE: Computers

PICK OF THE MONTH: Mortimer and the Riddles of the Medallion



SEAN MCKNIGHT, Age 12, Grade 7

EXPERTISE: Soccer

PICK OF THE MONTH: Stanley's Sticker Stories



ARIELLE REISMAN, Age 10, Grade 5

EXPERTISE: Dancing, Science

PICK OF THE MONTH: Mortimer and the Riddles of the Medallion



ANA RUDOLPH, Age 12, Grade 7

EXPERTISE: Reading, swimming, and conflict management

PICK OF THE MONTH: Mortimer and the Riddles of the Medallion

Mortimer and the Riddles of the Medallion

PUBLISHER: LucasArts

CONTACT: 800-985-8227; <http://www.lucasarts.com>

PRICE: \$39.95 (street)

REQUIREMENTS: 2X CD-ROM, System 7.1.2 or later, PowerPC, 8MB of RAM



The dastardly villain, Lodius has stolen Professor Lazlow's magical medallion and has turned all of the world's animals to stone. In a quest through five dizzying 3D lands, you revitalize petrified creatures, fend off Beastie Bags and Hopspitters, and learn (a very) little bit about animals on a riddle-by-riddle basis. By the end of your journey, you'll need to have collected all the pieces to the broken medallion and confront the no-gooder in his den to clean up this mess. Mortimer, the flying supersnail, will show you the way.

GOOD FOR GRADES: 3 and up

LIKES: "I liked the characters because they were funny and their expressions were funny too." ■ Lena

"It was fun, challenging, interesting, fast, and it had good graphics." ■ Kathleen

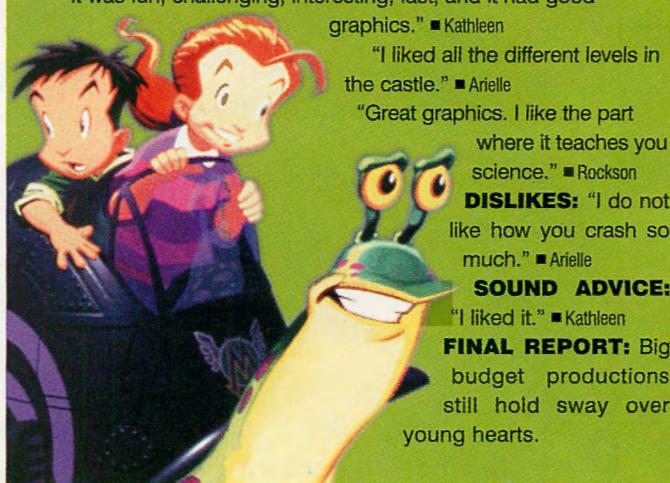
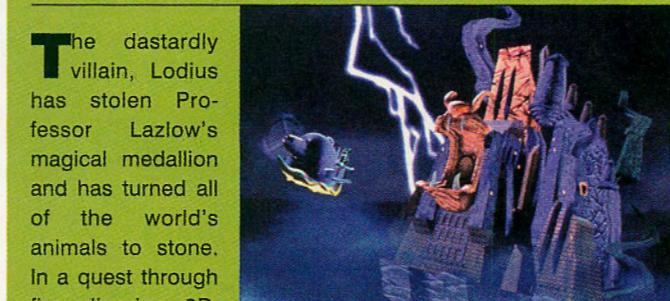
"I liked all the different levels in the castle." ■ Arielle

"Great graphics. I like the part where it teaches you science." ■ Rockson

DISLIKES: "I do not like how you crash so much." ■ Arielle

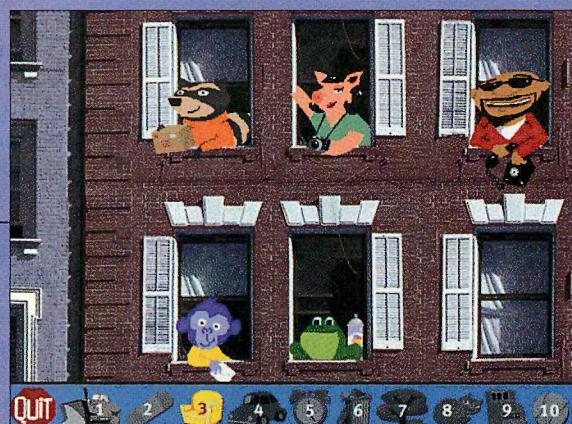
SOUND ADVICE: "I liked it." ■ Kathleen

FINAL REPORT: Big budget productions still hold sway over young hearts.



Infinity City

PUBLISHER: Headbone Interactive
CONTACT: 800-267-4709; <http://headbone.com>
PRICE: \$30 (street)
REQUIREMENTS: 2X CD-ROM, System 7 or later,
25MHz 68040 or better, 8MB of RAM



THIS GANG gets you hooked on learning at an early age.

After-school hours with the Gigglebone Gang won't lead A to a chain-smoking life of crime; it will get your younger kids addicted to learning in Infinity City. This sing-song CD-ROM puts your kids in a cab with the five-member Gang and takes them to 10 fun sites, including the Guggen Time Museum and the Good Cents Grocery, where they learn about numbers and shapes through an assortment of songs, puzzles, games, and movies.

GOOD FOR GRADES: Kindergarten to 3

LIKES: "On the upside, it was funny, it had a good soundtrack, it would keep a kid busy and interested, and last, it's just plain old fun." ■ Sean

"I like how the program teaches by using songs, objects, and different kinds of things." ■ Carl

"I liked the characters because they were funny and their voices were unexpected." ■ Lena

DISLIKES: "I did not like the pig's activities."

She was the one doing the counting activity, but at every different place she would do almost the exact same thing." ■ Krystal

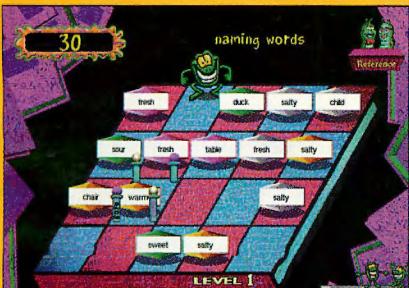
"The graphics were bad. It's not realistic." ■ Rockson

SOUND ADVICE: "Have the pig do different activities." ■ Krystal

FINAL REPORT: The pig needs to get a life, but otherwise the gang is good to go.

Word Munchers Deluxe

PUBLISHER: MECC
CONTACT: 800-227-5609; <http://www.mecc.com>
PRICE: \$25 (street)
REQUIREMENTS: 2X CD-ROM, System 7.1 or later, 68040 or better, 8MB of RAM



CHOW DOWN on nouns in this tasty treat.

gobble up the appropriate words in each game and out-maneuver creepy Troggles. Quick learners can adjust the level of difficulty for each game by grade levels ranging from first through fifth.

GOOD FOR GRADES: 1 to 5

LIKES: "Good graphics and music." ■ Krystal

"It was very fun. There's a safety zone where the Troggles can't get to you. Worms talk to tell you what to do." ■ Ana

"I liked how there were stories between each couple of levels. I liked how the stories made fun of a real story." ■ Lena

"I liked the different choices of subjects in the game which are about words. The graphics are better than the old versions of Word Muncher." ■ Carl

DISLIKES: "The thing I didn't like about this program was it copied the regular Word Munchers." ■ Rockson

"It was boring, slow, and very annoying. This program made learning boring." ■ Kathleen

SOUND ADVICE: "I would change nothing." ■ Ana

FINAL REPORT: Love it or leave it—most kids professed their affection.

W ord-munching froggies hop across a psychedelic gameboard eating up adjectives, triangles, and silly synonyms in this basic, but beneficial title. Kids get an early grasp on grammar, vocabulary, and reading skills as they

Stanley's Sticker Stories

PUBLISHER: Edmark
CONTACT: 800-691-2985; <http://www.edmark.com>
PRICE: \$39 (street)
REQUIREMENTS: 2X CD-ROM, System 7 or later, 68030 or better, 8MB of RAM



young authors get an early start at penning their own pubs with Edmark's easy-to-use, yet remarkably versatile, storymaking CD-ROM. Kids choose the characters, backgrounds, and music for each page of their story, which can be played back or printed out at any time. They can even record their own sounds and add type (adjustable by size, style, and color). Stanley also offers spoken advice for beginning writers who might need a little push at the starting gate.

GOOD FOR GRADES: 1 to 4

LIKES: "It was a funny, interesting and strange program. It had good graphics, nice settings, and most of what the characters said was clear." ■ Kathleen

"There was a lot of animation that I liked. Also, you could record your own voice and make the characters talk." ■ Sean

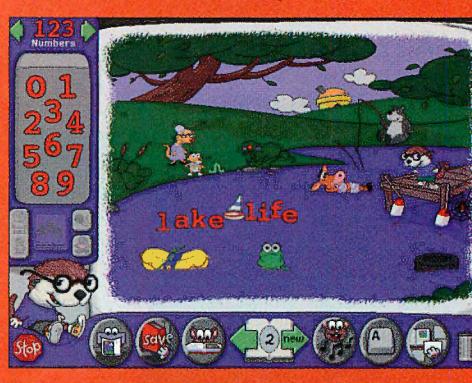
"The stickers stand and sit in all types of positions. There's tons of stickers." ■ Ana

DISLIKES: "The background, stamps, and font." ■ Rockson

"This program was a little slow and the icons were too small." ■ Kathleen

SOUND ADVICE: "Make it more interesting and fun for older kids." ■ Lena

FINAL REPORT: Kids dig on the concept, but these jaded youngsters would like the program to age just a little.



THIS WRITE-IN candidate's a winner.

InventorLabs

PUBLISHER: Houghton Mifflin Interactive
CONTACT: 800-829-7962; <http://www.hminet.com>
PRICE: \$39.95 (street)

REQUIREMENTS: 2X CD-ROM, System 7.0 or later, 68040 or better, 8MB of RAM



If your kids are starting to think that AT&T created the telephone, a 3D snoop through the labs of Thomas Alva Edison, James Watt, and Alexander Graham Bell will shed light on the origins of some of the world's most important inventions. Kids can actually work with the original inventions and learn about the basic theories behind electricity, sound, music, and more by performing experiments and analyzing results. Sounds exciting, but the format is somewhat dull despite the 3D interface.

GOOD FOR GRADES: 4 and up

LIKES: "It's very life-like. You pick an object that belongs to one of the inventors and information about it shows up on the screen." ■ Ana

"I liked the graphics. I liked the music. I really liked the background and how it looked really realistic." ■ Lena



LIFELESS lab tours ignite yawns.

DISLIKES: "After two seconds it got really boring." ■ Lena

"It was very boring. It did not explain some of the big words to you." ■ Arielle

SOUND ADVICE: "Make it more fun, with more sounds." ■ Ana

FINAL REPORT: Sadly uninventive considering the subject.

Math Blaster Jr.

PUBLISHER: Davidson & Associates

CONTACT: 800-545-7677; <http://www.davd.com>

PRICE: \$35 (street)

REQUIREMENTS: 2X CD-ROM, System 7.0 or later, Performa 575 or better, 8MB of RAM



Suit up and ship out—the Blastership is leaving on a math mission that will take you to local planets like Countelonia, Trapezoidia, and Fractoid in an attempt to clean up the Pluto Galaxy. Whether you're in mission mode or simply exploring, you'll learn about counting, colors, shapes, and patterns as you add and subtract your way through this beautifully illustrated 3D universe. Tune in to the interstellar radio for a musical respite when the trip gets too intense.

GOOD FOR GRADES: 1 to 3

LIKES: "It teaches kids a lot about math." ■ Rockson

"I like the style the game used to teach kids math." ■ Carl

"I liked the graphics and sound." ■ Arielle

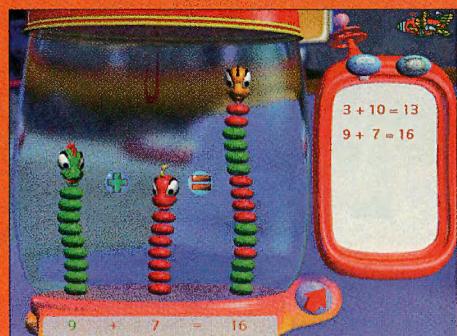
DISLIKES: "I didn't like how it would tell you to do something and the computer would do it for you." ■ Lena

"It's too easy, but it would be good for younger kids." ■ Ana

"It was boring and little kids would lose interest fast." ■ Kathleen

SOUND ADVICE: "The program is fine the way it is." ■ Rockson

FINAL REPORT: Video game-style math adds up to tons of fun.



GOOFY GROW WORMS sum up equations.

The Adventures of Peter Rabbit & Benjamin Bunny

PUBLISHER: Mindscape

CONTACT: 800-234-3088; <http://www.mandscape.com>

PRICE: \$20 (street)

REQUIREMENTS: 2X CD-ROM, System 7.1 or later, 25MHz 68040 or better, 8MB of RAM



Beatrix Potter's mischievous bunnies leap into the digital world with this CD-ROM version of the classic tales, but the disc falls short on interaction in what's a lovely, but dull adaptation. Aside from a well-written story that's read aloud for beginning readers and a few lifeless animations, the disc has little to offer today's kids who use their computers for more than glorified storybooks.

GOOD FOR GRADES: Kindergarten to 2

LIKES: "I liked the bunnies and background." ■ Lena

"Nothing." ■ Arielle, Carl

"It had pretty good graphics." ■ Kathleen

DISLIKES: "I didn't like how it was almost like reading a regular book. I would rather buy a book and make somebody read it to me." ■ Carl

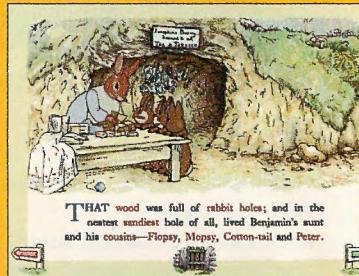
"It was boring, the reader had no expression."

It was horrible." ■ Kathleen

"The beginning shouldn't take so long. It is for babies." ■ Lena

SOUND ADVICE: "Get a new reader and different music." ■ Kathleen

FINAL REPORT: Stick to tradition and buy the books.



CLASSIC BUNNY TALES fall short on fun.

What the Adults Thought

Either we adults are becoming more and more childish by the day or these kids are finally learning some taste. For once, we pretty much shared the same opinions on the rock or reek value of this month's reviews. We thought Mortimer and the Riddles of the Medallion was perfect for kids since its riotous shoot-'em-up action adventure gets your blood pumping without leaving a gory onscreen aftermath. In fact, in this game, you shoot at animals in order to bring them BACK to life.

We also agreed that Peter Rabbit and Benjamin Bunny are more appealing on paper than CD-ROM. A few screens into the title and we were already into full nap stage—heads on desk, eyes closed... snoring. At least, if you buy the book, you can read it to your children in the timeless environment: under the covers, right before lights out.

Seeing as how all this happy melding of the minds has left little for us older kids to complain about, we've decided to use this space to show off TECHcessories' Dinokidz keyboard. (It's so cool, we're not sharing it with the kids.) Not only does it look fun, but the keyboard clicks and clacks like a regular old typewriter and the mouse is super-responsive, speeding across your screen.

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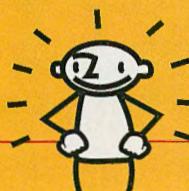
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An illustration of the front cover of the MacAddict magazine. The cover features the title "Mac ADDICT" in large, bold letters, with "ADDICT" in red. Below the title is a banner with the text "Free Trial Issue & CD!". Underneath the banner, there's a line that says "Try our multimedia enhancement!". The cover also includes several small icons representing different features: a globe for "Web Exclusives", a speech bubble for "Discussions", a globe for "Hot Links", a cartoon character for "About MacAddict", and a gear for "Evangelist". There's also some descriptive text about the magazine's content.

Monday, July 15, 1996 (7:15 PM)
What's going on in the Mac world today?
Here are some highlights for the
Web-surfing Mac fan...

Our debut issue is already appearing
on newsstands, well in advance of the
anticipated July 23 debut. Keep your
eyes peeled for it in your mailbox or at
your local newsstand, and send your
comments to our [letters department](#)
when you get your hands on it!

Our multimedia enhancement
option and our [Epson PhotoPC](#)
contest are now online, as promised in
the magazine. You'll need the
CD-ROM that comes with MacAddict
to enjoy the one and to enter the other.

[RAM Doubler 2](#) is due to ship on
August 7, amid the huffy-burly of
Macworld Boston. Promised
enhancements to Connectix Corp.'s
RAM booster include memory tripling,
faster compression and a control panel
from which you can fine-tune its
settings.

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TOP 10 WAYS TO KNOW YOU'RE A Mac Addict

10. Your 486 works great—as a flower press

7. You can't resist the urge to use "Command Y" to eject your Pop-Tarts from the toaster

3. You paid \$150 for an old Homestead High School yearbook picturing Stephen Wozniak

9. You constantly double-click the bar of soap in the shower

5. You read "Inside Macintosh" to your three-year old Mac whiz instead of Dr. Seuss

2. You are always telling people you can quit using your Mac anytime you want to...

8. You talk in a wild, animated manner about new "extensions" and "peripherals"

6. You wish this was a "Top Five" list so you could get back to your Mac sooner

4. You turn on the TV and are concerned when you don't see a smiling icon



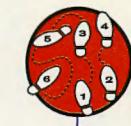
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how to create Web graphics

Now for the most fun part of creating a Web page—adding graphics.

Graphics, more than any other element, are what give a Web page its character. The graphics you use—and how you use them—can determine a visitor's first impression as well as how your site holds up over repeated visits.

The more you control your graphics, the more you control the feel of your site.

Even if you know a lot about graphics, you may not know a lot about the kind of graphics used on the Web. For one thing, unlike graphics prepared for a magazine, you can't just pick any font for your page, because you can't control how a browser will display

that font. To show different fonts, you'll have to make a bitmapped graphic of the font. Likewise, you have to consider the file size of the image, both because of the time graphics take to download and the space required to store them on a Web server. The equation in a nutshell: The smaller the image, the less space it takes to store and the faster it can be retrieved, but the smaller the image, the worse the image quality.

There aren't many books dedicated to Web graphics. Not that it matters, since you'll only need this one excellent volume: "Designing Web Graphics" by Lynda Weinman (\$50, New Riders Publishing). Pricey, but well done. In the meantime, here are the main things you need to know, along with some tips and tricks that even some expert Webmasters don't know.



Find the shareware mentioned on The Disc.



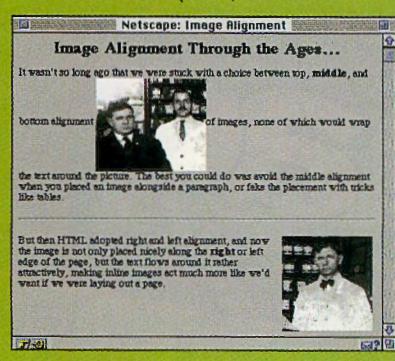
THERE'S NO EVIDENCE that the MacAddict logo and Free Trial Issue banner graphics on our Web site are actually two rectangular images. The MacAddict logo has a transparent GIF background which allows the purple background to show through. The Free Trial Issue banner uses the same purple background as the window.

Three Tips for Placing Images

By now you should know enough of the HTML basics to understand how to use the image tag and its essential attributes:

>. (If not, it's time to hit the HTML books I recommended last month.) But even if you know the basics, there are still a few tricks that can help you work umpteen times more efficiently.

THE GRAPHIC AT THE TOP was aligned using the middle attribute. The graphic at the bottom was aligned using the right attribute. Note the text wrapping.



Preserving Your Image

These days, most browsers support all major features. In terms of graphics, this means that you can safely ignore the advice you still find in most HTML books, which implores you to stick to GIF format images and avoid JPEG format images. (The GIF format, pronounced with either a hard or soft "G," stands for Graphic Interchange Format and was originally developed by CompuServe. JPEG stands for Joint Photographic Experts Group.) Virtually every browser now displays JPEG images just fine. So, when do you use GIF images and when do you use JPEG images?

Use GIF Images If:

1. Your art is a screen shot or line drawing. GIF is your best bet for just about any non-photographic image that can be displayed in 8-bit color (that's 256 colors).

1. Align graphics using the left and right attributes: . The original HTML alignment attributes top, middle, and bottom still work, but left and right allow text to flow around the image.

2. Give your visitors the gift of speed. Always specify width and height (in pixels), , which allow a browser to display all the text before beginning the slower process of displaying images. This does more to speed your pages than almost any other trick.

3. Keep your graphics as small as possible. If you need a large graphic, put it on its own page, and link to it by way of a small thumbnail version.

Four Steps to Terrific Typefaces

HTML doesn't allow you to specify typefaces (yet), but don't let that stop you from creating headings in your choice of ugly display faces. The key is to replace an HTML heading with a picture of text: that is, a graphic of the heading in your favorite grunge typeface. With a transparent background, the graphic will look just like text. Remember to keep the graphic as small as possible, and use these things sparingly.

You can't specify this font in HTML!



STEP 1 Create the heading using the type tool in your favorite graphics application. Remember to use anti-aliasing. A little trial and error will turn up the best point size for your page—try 18 points to 24 points for medium headings, and 36 points for large ones.

STEP 2 Crop away the area surrounding the type to keep the graphics small.

STEP 3 Save in GIF format, make the background transparent, and interlace these so your visitors know that a headline is on its way. Photoshop (3.0.4 and later) will create a transparent background: Go to the File menu, choose Export and choose GIF89a. Other utilities that create a transparent background: Adobe PageMill, Aaron Giles's Transparency, and Thorsten Lemke's shareware GraphicConverter.

STEP 4 Remember to include the "ALT" text, so that anyone working with graphics turned off will get a message. And don't use many of these graphics per page.

To save a graphic as a GIF in Adobe Photoshop, select Indexed Color from the Mode menu. For best results, select None in the Dither box (see Avoiding the Dither later on in this article) and Adaptive in the palette box. When you choose the Adaptive option, Photoshop creates a palette tuned to the hues in the image. Set the Resolution at the lowest number possible while still maintaining a clear image onscreen.

2. You want your image to have transparent areas. The format allows you to assign any one of its colors as transparent—a background color or pattern will show right through every instance of that precise color. Since you can only place rectangular images on your page, a transparent image background can give the illusion of an irregular shape.

But remember, with GIF you select a transparent color, not an area. If the color you've chosen appears in several places, each place will be transparent. This is

Prevent the Dreaded Fringies

Fringies!

THERE IS ONE WRINKLE in using headlines as graphics. Since the text is anti-aliased and set against a transparent background, an annoying fringe often appears. It comes from anti-aliasing on a different colored background than the one used on your Web page. Fringes are cool on your Buffalo Springfield/Roger Daltrey suede jacket, but not in graphics.

Fringies!

OUT, OUT DAMNED FRINGIES! To avoid the fringe, create your headline against a background color that's the same as or close to your page's background color. Unless you've designated otherwise, it'll be what I call Netscape Gray. Keep a sample of each of your background colors handy for just this use.

handy when you want the background to show through the inside of the letter "O," for example, but not when it shows through your model's eyes.

Many applications can create a transparent GIF color, including Photoshop's GIF89a, a plug-in (which works only with Photoshop 3.0.4 or later), Aaron Giles' free Transparency, and Adobe PageMill. I also recommend Thorsten Lemke's \$35 shareware GraphicConverter. It has lots of sophisticated Photoshop-like capabilities, and it can convert to every file format imaginable. You'll find these files (except PageMill) on The Disc.

3. You want your image to be interlaced. GIF images can also be interlaced, that is, set to be downloaded progressively. You've probably seen these images on the Web—they first appear blurry or blocky and then get progressively clearer in several passes from top to bottom, as if seen through a succession of increasingly fine

Hot Tip:
Do all your work creating the graphic in 16-bit or 24-bit color. Only reduce your image to a lower level as the last step.



INTERLACING SERVES LITTLE PURPOSE in this graphic from "The New York Times," which has just started to download. The image contains the clickable text you need to move on to other pages, and because you have to wait for most of the graphic to download, you can't immediately continue to the next page.



JPEG compressed this image from 525K to 28K without any noticeable difference on screen.

venetian blinds. ("Progressive JPEG" allows JPEG images to be displayed incrementally, much like interlacing, but only Netscape Navigator can display progressive JPEG. Other browsers just show an icon of a broken graphic.)

Why interlace? Your page will feel faster because visitors will get a quick sense of the whole image long before the whole thing has downloaded. Two warnings: Don't bother interlacing small graphics. And don't interlace background images.

Hot Tip:

GIF images calculate their compression across each horizontal line. Thus, images with horizontal bands of color can be compressed much more than images with vertical lines.

Use JPEG Images If:

1. Your art is a photograph. JPEG can display 24-bit color (millions of colors), which is what most photographs require in order to look realistic. (GIF, however, is limited to 256 colors.)

2. You have a large image that you need to compress to a small file size. JPEG can compress images much smaller than GIF (often 20 times smaller), though it uses a lossy compression scheme—some amount of information is permanently lost in the compression process. (GIF, on

the other hand, doesn't compress as small but uses a lossless scheme.) JPEG applications offer a choice of several levels of compression, and the more you compress, the more the quality of the picture degrades. Mostly you'll be losing the sharp definition of edges in your graphics.

There will be times when you'll notice a degradation of image quality when using JPEG compression. For example, JPEG's compression scheme can leave "artifacts" in solid color areas. And large areas of solid color can actually increase the size of a JPEG file. You should always save a copy of your graphic at several levels of JPEG compression, open them in your browser, and compare them on a 256-color monitor.

Avoiding the Dither

If a 24-bit image is displayed on an 8-bit (256-color) monitor, there will be lots of dithering (a computer's method of approximating a color not found in its palette by mixing two or more colors in a cross-hatchy or dotted pattern). Dithering is ugly in large flat-color areas of graphics such as logos and illustrations. It is less noticeable in the detail and gradations of photographs.

When saving an image as a GIF in Photoshop, selecting None in



THIS BLOWUP SHOWS the dotted pattern called dithering which tricks you into seeing more colors than the 256 that are actually contained in a GIF.

the Dither box (go to the Mode menu and select Indexed Color to get here) prevents your image from being dithered. Another way to avoid dithering is to use only the 216 colors available on both Mac and

Windows machines. If your graphic contains only those 216 colors, both platforms will display it with little or no dithering. Find a copy of the 216-color palette from Lynda Weinman on The Disc (the file is called newCLUT). Weinman's Web site (<http://www.lynda.com>) and her book offer instruction. Alternatively, pick up Pantone's ColorDrive, software that creates a 216-color ColorPicker; use this to choose colors for your Web page. Also check out [webreference.com](http://www.webreference.com)'s discussion of the 216-color palette at <http://www.webreference.com/dev/graphics/palette.html>.

—Joseph O. Holmes

Staying After School with the Professor

Got a burning question about your Web page? A problem you just can't solve? Send your questions to joeholmes@pobox.com or mail them to Ask the Professor, MacAddict, 150 North Hill Drive, Brisbane, CA 94005. Professor Holmes can't respond to every question, but he'll answer the best ones in this space.

Controlling Spacing

You have a choice of two HTML attributes to control the amount of space surrounding a graphic: HSPACE="xx" designates pixels of horizontal space and VSPACE="xx" designates pixels of vertical space: . But HTML offers no simple way to add space to, for example, the right or bottom only.

Here are four tricks that give you some, if not perfect, control over spacing around graphics.

1. You can set your graphics inside a table with invisible borders. Place the image, for example, in the right column, and leave the left column empty. Experiment with various combinations of columns and rows.

2. Use <PRE> markers to add space above or below, adding returns inside the PRE tags to add more white space:
<PRE></PRE>

<PRE></PRE>

3. Create your graphic with extra background area along the side where you want the space, and then set that background to transparent. Be sure to use a unique color for the transparent area, though, or you'll find pieces of the graphic unintentionally transparent.

4. Finally, you can create an all-transparent GIF (or one the same color as your background), and insert it as white space wherever you want.

Hot Tip: Make your transparent spacer graphic small so it downloads quickly, and when you need something larger, simply stretch it by setting the height and width attributes larger.

3 OUT OF 4 GAME CHARACTERS SURVEYED

would rather humiliate and destroy you while playing on a MAC with an

ATI XCLAIM VR

graphics upgrade.



And that's just

because that one last

QuickDraw 3D game goon hasn't

seen what this sucker can do. How its

MAC2TV feature lets you plug your Mac right into your TV for the ultimate big screen spine-chiller that blows away arcade games once and for all. How its new ATI 3D technology breathes life into everything on screen. With



face-blasting speed, butter-smooth 3D detail and full-screen QuickTime video. Oh ya, just in case your left brain demands some sensible reason to run right out and get one, XCLAIM™ VR does mean

business apps, too. And in-your-boss's-face big screen presentations. And video capture from camcorders and

MAC2TV

VCRs. And VR on the Web. And because it's really five upgrades in one, you get more performance and features than a Power Mac 8500. On the other hand, XCLAIM VR costs just \$269*, so chill out! See your dealer, or see more about it at www.atitech.ca.



NOW YOU SEE IT.™



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ask us

ask us your questions

We answer all of your technical questions, no matter how simple or complex.

Q A friend of mine told me about a cool program that puts a singing Oscar The Grouch in my Mac's Trash icon, but I haven't been able to find it. Do you know where I can get a copy?

A Sorry to say, but Eric Shapiro's extension called The Grouch was pulled from distribution after Sesame Street's lawyers got a bit grouchy about the unauthorized use of their character. However, as an alternative, I recommend Dumpster, Donald Perreault Jr.'s shareware program, which turns your Trash into a toilet, magic hat, outhouse, or shredder, among other fun icons. Granted, a singing cartoon character doesn't appear when you empty the Trash, but it the desktop gets dressed up without violating copyright laws.

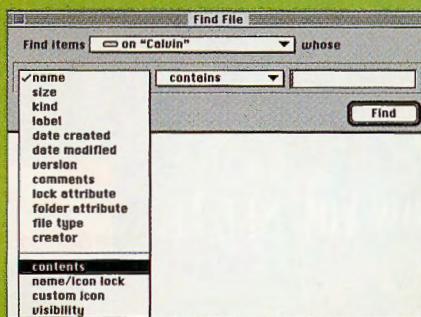


DUMPSTER IS A SHAREWARE PROGRAM that comes with a slew of replacement icons for the Finder's Trash can.

Q I own a Mac IIci with a video card that runs my 17-inch monitor. Can I hook up an additional monitor to the video port on the back of the computer, allowing me to work with two monitors simultaneously? Do I need special driver software or another video card to run an additional monitor?

Find File

In System 7.5 and later, the Mac's Find File command has four hidden search parameters that are easy to access—if you know the secret. Choose Find from the Finder's File menu (or press Command-F), then in the dialog box which appears, Option-click the Name pop-up menu. This gives you the following four new search parameters: Contents, Name/icon Lock, Custom Icon, and Visibility. I've rarely used the last three options, but searching the contents of files is a great way to locate a file when you've forgotten its name but can remember some unique bit of text or a phrase contained within.



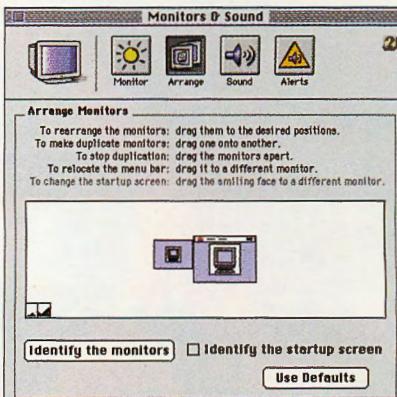
I've rarely used the last three options, but searching the contents of files is a great way to locate a file when you've forgotten its name but can remember some unique bit of text or a phrase contained within.

A Apple made it very easy to use more than one monitor on most Macs. (Windows, by the way, doesn't support multiple monitors.) At first it may seem strange to see a Mac with multiple monitors, watching the cursor move from one screen to the other as if on one giant desktop. But it doesn't take long to realize all that extra screen space is a great productivity enhancer. For example, you can leave a contact manager open on one monitor, your word processor document on the other, and neither will be obscured.

It's possible to connect up to four monitors to a IIci if one uses the Mac's on-board video and the others use separate video cards. Since you're already using a video card for your 17-inch monitor, the second monitor may be able to connect to the video port on the back of the IIci. The built-in video supports screens at either 640 x 480 pixels with up to 256 colors, or 640 x 870 pixels with up to 16 colors. The IIci detects screen size using three sense lines that are located in the cable of Apple monitors. When you turn on the Mac, the second monitor should be immediately available in the Monitors control panel (or Monitors & Sound control panel, depending upon the version of the System you are running). There's no need for any special drivers.

Q My Mac has trouble keeping the correct time. Over the course of a month, I notice that the clock loses several minutes. Is there any way to adjust the clock so that it keeps better time?

A The Mac's built-in clock is usually very precise, but it can, as you've discovered, run slow or fast. Normally this isn't a problem, as the deviation from the correct time is usually very small and doesn't affect anything material in the Mac's operation. Still, it can be bothersome that a \$3,000 Mac can't keep time as well as a \$30 Swatch. If you loathe periodically



THE MAC CAN EASILY HANDLE multiple monitors, giving you a lot more screen space with which to work.



AUTOCLOCK IS A FREEWARE PROGRAM that keeps your Mac's clock accurate within seconds of the real time.

tips

Fun Factoid

Start It Up!

The startup sound on Power Macs was created by Stanley Jordan, a Mac user and celebrated jazz guitarist noted for his unique two-handed touch and tapping technique. The startup sound is a complex E V11 chord. And in case you're wondering, when something goes seriously wrong at startup on a Power Mac, you don't hear the "chimes of doom" that older Macs produce, but rather a very horrific car crash.

Q

I'm about to add more memory to my Power Mac and several vendors have mentioned something called interleaving that's supposed to boost performance. Is there any truth to this, and if so, is the speed gain significant enough to worry about?

A

Interleaving is a technique that ekes out as much performance from memory as possible. Currently, memory interleaving is possible only on the Quadra 650 and 800, plus the Power Mac 7500, 7600, 8500, and 9500. It's also possible on Power Computing's PowerWave, PowerTower, and PowerTower Pro models and on any of Umax's Mac compatibles. Basically, if you install memory modules in pairs in matching slots, interleaving takes place automatically. For the interleaving to work, the modules must be the same size and speed (measured in megabytes and nanoseconds, respectively), preferably from the same manufacturer. It doesn't matter which slots you use, as long as the pairs are in matching slots (such as one module in slot A2 and another in slot B2). If you have an odd number of modules, the matched pairs are interleaved and the odd module isn't.

The actual performance gain varies from computer to computer. In general, a Mac with a PowerPC 604 microprocessor, such as a Power Mac 8500 or 9500, gets anywhere from a 5 percent to 15 percent boost in performance. On Macs with a PowerPC 601, such as the Power Mac 7500, the performance gain isn't as great. Provided the cost of one large module isn't significantly cheaper than two modules of half that size, and you aren't running out of memory slots, I'd recommend buying and installing memory modules in pairs to take advantage of interleaving.

Q

The Views control panel on my Mac locks up whenever I try to open it. Help!

A

The Views control panel builds its font menu by opening all of the files in your Fonts folder which reside in your System Folder. If the Views control panel locks up whenever opened, it's likely that one or more of your font files has become corrupted. You should run Norton Disk Doctor to check. If you have a lot of files in your Fonts folder, the Views control panel may appear to lock up simply because it takes too long to open all of the files as it builds its menu. If this is the case, I suggest using Suitcase to reduce the number of fonts you are using.

Owen W. Linzmayer (AskAddict@aol.com) is a San Francisco-based freelance writer and the author of "The Mac Bathroom Reader." Please submit technical questions or helpful tips directly via e-mail or c/o MacAddict, 150 North Hill Drive, Brisbane, CA 94005.

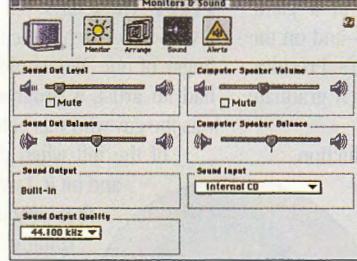
setting the time manually, you'll love AutoClock, a freeware program that keeps your Mac accurate within seconds of the actual time.

Using a modem, AutoClock calls a free time server (such as the one at Washington's Naval Observatory or the National Institute of Science and Technology in Boulder, Colorado) and synchronizes your Mac to an extremely accurate clock. Even if you don't have a modem, AutoClock can be used to compute and then compensate for the deviation between your Mac's clock and the correct time. AutoClock has a bunch of other features that are probably overkill for most users, but you'll never doubt your Mac's clock again. If you have a network of Macs that you'd like to synchronize to a single clock, consider NetTime, a control panel from Magna that works like AutoClock (it's included on The Disc or available at <http://www.magna1.com>).

Q

I have a pair of external powered speakers connected to the RCA-type audio output ports on the back of my Power Mac 7500. When I attempt to change the Sound Out Level in the Monitors & Sound control panel, it has no effect on my speakers; they make the same amount of noise no matter the setting. What's going on?

A

This is a common misunderstanding about how the Monitors & Sound control panel works. As you would expect, the Computer Speaker Volume slider affects the output of the small speaker inside the computer. The Sound Out Level independently affects the volume of the headphone jack, not the audio out port, which always remain constant. 
THE SOUND OUT Level in the Monitors & Sound control panel affects the volume of the headphone jack, not the audio out port, which always remain constant.

which is used for headphones, not the volume of the audio out port used for external speakers. The volume sent to the audio out ports is at a constant level since it's assumed that the output is going to a device with its own volume control, such as powered speakers or a stereo system. To change the volume of your external speakers, you must use the controls on the speakers themselves. If you are listening to audio CDs, you can control the external speaker volume to some extent with the volume control in the AppleCD Audio Player desk accessory.

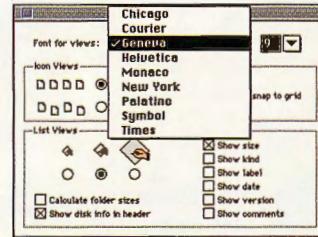
Q

Is there any way to turn off the chord that plays when I turn on or restart my Mac? I can turn off all the other sounds, but that darn chord wakes up my wife when I'm messing around with the computer late at night.

A

Sadly, Apple provides no easy way to turn off the annoying startup chord, but there are workarounds. You could open your Mac and disconnect the wire going to the speaker, but this is a bit drastic, as it leaves you with no sound whatsoever. A better option is to insert a 3.5 mm phone plug (two for \$2.49 at Radio Shack, part #274-284) into the Mac's sound output port, silencing the internal speaker during startup. There are drawbacks to this solution, however. On some Macs, the internal speaker turns off completely (not just during startup) if anything is plugged into the sound output port. Also, if you have external powered speakers connected to the RCA-type audio out ports found on some Macs, they'll play the startup chord regardless of the plug in the sound output port.

ask us



THE VIEWS CONTROL panel can take a long time to create its font menu if there are lots of files in your Fonts folder.



powerplay

Take the helm in this super-realistic Star Trek simulation.

Teasers

In this month's secret cartoon we bring you a sampling of the many titles that are beginning to appear on shelves for your holiday gaming pleasure.



Alley 19 Bowling

PUBLISHER: Starplay Productions
CONTACT: 800-203-2503;
<http://www.starplay.com>

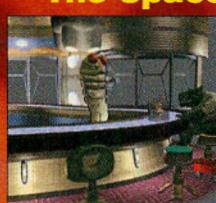
Too lazy to get out from behind your Mac and go down to your local alley? Can't wait for Saturday afternoon tournaments on TV? Try Alley 19 Bowling from the makers of Looney Labyrinth. With a retro '50s feel and a funky soundtrack, you'll be ready to strike with up to four friends over a network.



Sanctity

PUBLISHER: Antennahead Industries
CONTACT: 804-740-2729;
<http://www.antennahead.com>

Planes, trains, and automobiles! And practically all of them equipped with howitzers! Nothing could be more fun as you fight your way through a myriad of opponents in luscious 3D landscapes.



The Space Bar

PUBLISHER: Rocket Science
CONTACT: 800-98ROCKET;
<http://www.rocketsci.com>

Infocom great Steve Meretzky is at it again in this fall-down funny murder mystery. As Alias Node, you must use special "empathy" powers to get into the minds of alien suspects. Yes, the art looks familiar—the characters were designed by Ron Cobb, who made the Star Wars aliens in the cantina scene.

In Starfleet Academy you don't need Scotty to beam you up.

You're a cadet in command school. Your job is to fly a variety of different missions, ranging from classic Kobayashi Maru to the Cat and Mouse chase out of Star Trek II: The Wrath of Khan. Game action takes place on a simulator bridge—Paramount didn't want the Enterprise to "really" blow up, so there are only "simulated" explosions (like in a game anything "really" happens anyway)—and on the Academy grounds at San Francisco's Presidio. With the right moves, you might even graduate into a real ship.

Starfleet Academy is now in production at Interplay, MacPlay's parent company, and will be simultaneously released on the Macintosh, PC, and PlayStation platforms. It should be available by holiday time this year.

We talked to Rusty Buchert, Starfleet Academy's producer, about making the game and how computer game production has changed.

MA: So tell us, exactly what does a game producer, like yourself, do?

RB: The way a producer works at Interplay is it's his creative vision and idea, and he champions it all the way through. That means being involved anywhere from the writing, to the art, to the coding, to the sound effects, and the other things that come up along the way. A lot of times that means doing some of that work, too. It's a lot of high-stress work, because ultimately, if things go wrong, it's my fault. I don't believe in blaming the rest of team. The producer has 100 percent ownership and responsibility of the product and that means doing a little bit of everything.

MA: You assemble the team and make sure everything gets done?

RB: It's not just managing people. It goes way beyond that. My job could be compared to being a movie director. It's not enough to tell people, "Go do this and show me when it's done." I'm

doing a lot in between involved with the creative aspect of what goes into the product, and making sure it's fun, which is a critical thing that some people forget.

MA: Some developers are two-people operations, which is completely at the other end of the spectrum from what you guys are doing.

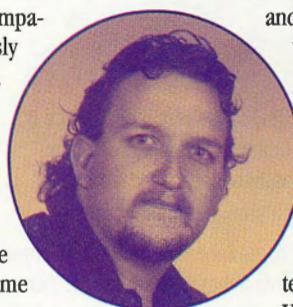
RB: These days, yes. When I first started here I was a QA department (the people who find bugs) of one. We would create games where we had an artist, a programmer, a designer, and I was the guy who was behind the fan at the bottom of the hill when the garbage rolled down and hit it. I worked on everything—on the original Lord of the Rings Volume One—I did the music and sound effects, scripting, and anything else that needed to get done. That's part of why I ended up where I am today—I still do that. When I was first here, we were small three- or four-man teams for an entire project.

You can't do that today and remain competitive on the mass market. You just can't do it. The jade factor is so high. Consumers say, "Ho-hum. Great. Okay, now what have you done for us?" Come on! The time, resources, money, and red tape needed are incredible and you don't want the game price to go up at all? No,

"A LOT OF PEOPLE WANT TO TRY TO FILL KIRK'S SHOES." no, no. It has to be cheap. So we make it on 12 CDs and yada, yada, yada. And you want it for \$10.95. It's a thankless job because the people love [your game], but then they turn around and ask "What have you done for us lately, and why isn't it cheaper?" What else can we do?

MA: But the payoff?

RB: A lot of people want to try to fill Kirk's shoes. In Starfleet Academy you get to make the decisions he'd make.



LINE DRAWINGS ARE TURNED INTO MODELS in LightWave (a popular rendering program that will be available on the Mac in October). Academy's 3D engine then renders these models on the fly. On a PowerPC 604/120, the engine kicks down between 57 and 60 frames per second.

MA: Where do you make these decisions?

RB: On the simulator bridge you get to fly a wide range of federation ships from the Oberth class through the

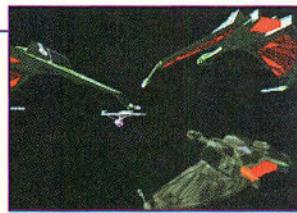
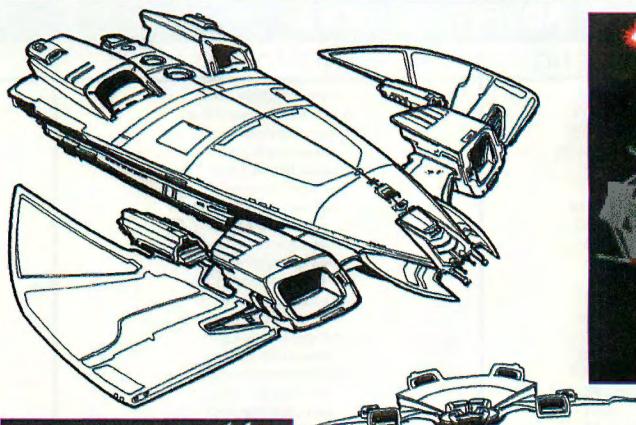
Excelsior. The Oberth is a little fighting vessel that has nothing more than a couple of phaser banks. You have the Miranda class, which was the ship Khan took over in the Wrath of Khan; the Constitution class, which is the Enterprise; and the Excelsior class, which they showed in Star Trek III—the one that tried to chase after the Enterprise but Scotty had stolen some of its engine parts.

MA: Does all action take place on the bridge?

RB: A significant portion of the game takes place on the simulator bridge. But there's life in the Academy itself, too. Being a leader is more than being able to bark out orders on the bridge. It's dealing with your crew members—your engineer, your weapons officer, your helmsman, etc.—and what's going on with them. Part of the game is "My Life as a Cadet." There's multithreaded plotlines running throughout the game. Different things happen with your people and what happens to them—how you handle them—affects their performance on the bridge. Things that you do on the bridge affect what happens on the ground, too, at the Academy. Depending upon what you do both on the Academy grounds and in the simulator, there are three different graduations. In one of them, you end up in a real ship.

MA: How do you get the ships to look so realistic in a full-on battle?

RB: We try to model our ships to look like they're out of the movies—as real looking as possible. The ships are modeled in LightWave (a rendering program)—our 3D engine is capable of directly reading in LightWave models and textures. That's what we use as objects in our 3D environment in the game. We added a physics model. We also have an AI (artificial

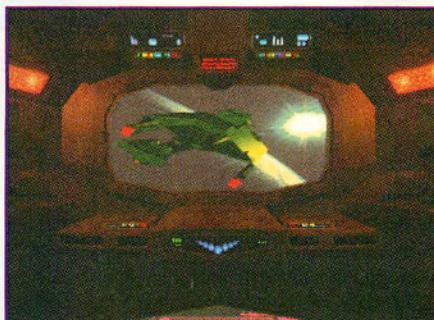


intelligence) engine that allows each ship to fly with a different personality.

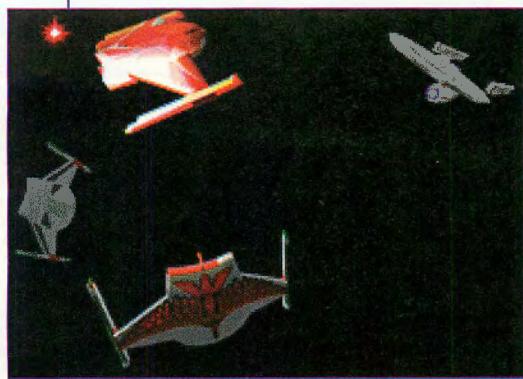
MA: So you won't be able to predict what a ship will do if you fly a mission more than once?

RB: More importantly, you won't be able to predict what a ship of a given class will do. Each ship in Starfleet Academy will have a different personality. So even though the ships may be of the same class, they're going to fly significantly differently. The idea is to give the user the feel that there's somebody else behind the helm of the other ship out there. We spent over a year and a half developing our AI engine; Robert Coultrip is a Ph.D. in the field and has done some really neat stuff. With the 3D engine in conjunction with the AI, you are able to target very specific systems on a ship. If you want to go after the guns on the wings of a Klingon Bird of Prey, you can target those. You can shoot them off of the ship!

You couldn't do that before because of limitations on the 3D engine—the overhead involved. Some of it is that computing power has caught up to what we do. We've also come up with some really good algorithms which allow us to do this. Our 3D engine has been over three years in development. We also have some interesting techniques, some smoke and mirrors that make flying just feel great. —Kathy Tafel



ON THE SIMULATOR BRIDGE, you'll be able to fight over two dozen alien vessels, including some new ship types designed by Deep Space Nine artist Jim Martin.



more Teasers

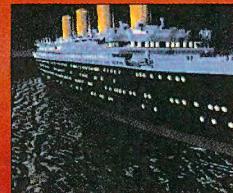
TITANIC: Adventure Out of Time

PUBLISHER: GTE

Entertainment

CONTACT: 800-483-8632;

<http://www.im.gte.com>



As a secret agent on this doomed ship, your job is to rewrite history before time runs out. Each of the rooms in this adventure game is lavishly decorated: some required over one million polygons for an accurate rendition. Can you find the lifeboat that will take you off the sinking ship?

You Don't Know Jack Sports and You Don't Know Jack Volume II

PUBLISHER:

Berkeley Systems

CONTACT: 900-344-5541;

<http://www.berksys.com>



Following up on its wildly successful You Don't Know Jack title, Berkeley Systems has two new modules for the game. You Don't Know Jack Sports has over 800 questions in topics like Hockey and Water Polo, while You Don't Know Jack Volume II adds even more outrageous questions.

ZPC

PUBLISHER: GT Interactive

CONTACT: 800-305-3390;

<http://www.gtinteractive.com>

So you just can't get enough Marathon.

Good thing Bungie

licensed the engine to Zombie so it could create ZPC. With artwork and vision from Aidan "Brute!" Hughes, and music from members of The Revolting Cocks and Ministry, this Constructivist nightmare should be a real industrial bloodbath.



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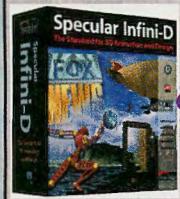
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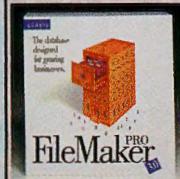
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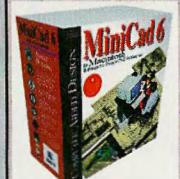
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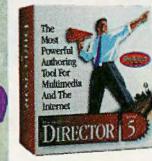
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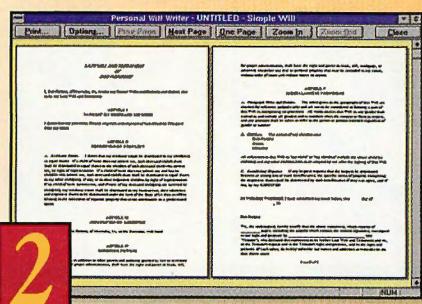
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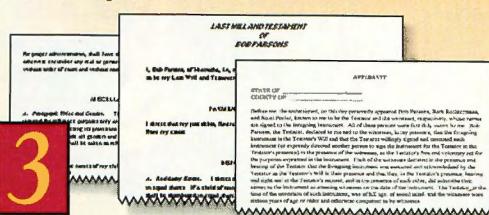
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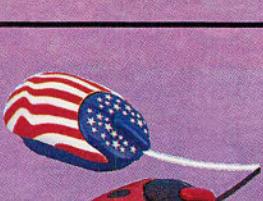
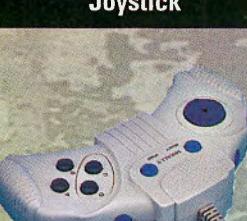
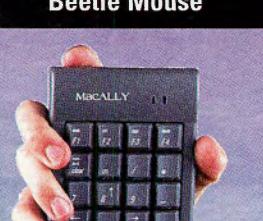
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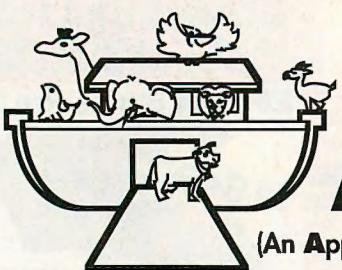
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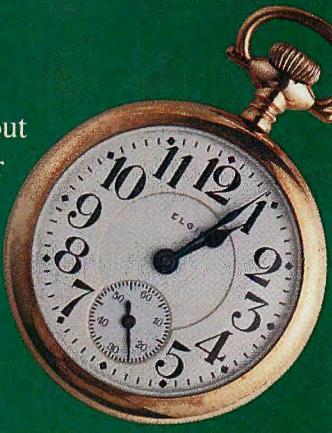


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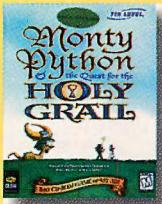
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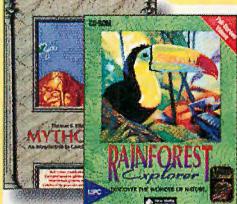
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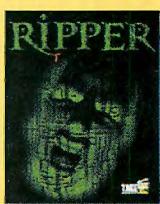
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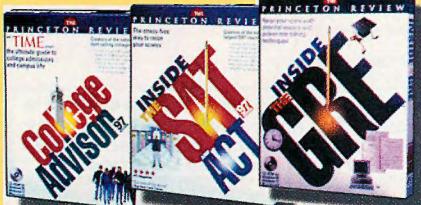
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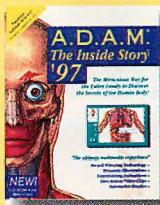
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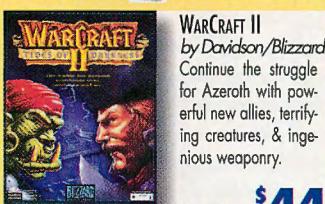
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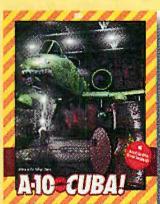
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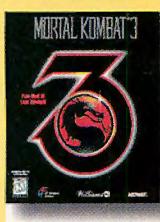
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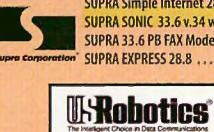
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"It's kind of a theme that Ray can't get out of his head. He likes suing Microsoft so much that he'll even buy a company for the purpose of suing Microsoft again." —Jesse Berst, executive editor of Windows Watcher, in response to Novell founder Ray Noorda's most recent lawsuit against Microsoft.

Signing Off

"Oh well, death, taxes, Apple Advertising..."

—Lawson English

"Intel Inside... The world's most widely used warning label." —Steven Jones

"I'm hetero, but I don't discriminate against the Object-Oriented." —Rev. Donald Tubbs

"If I had a dime for every original idea Bill Gates had... why I'd have nothing!" —Christopher Meinck

"Developing software is like building the Panama Canal: under budget, ahead of schedule, many lives lost." —Doug Zartman

Kai's Power Gaffe

"I used to make tools for the professional graphics guys—the people who need the stuff—and I wanted to do something for your wife, your grandmother, and your daughter, in that order, which is not easy to do."

—Kai Krause on why he created MetaTool's Power Goo at Gil Amelio's keynote address to this year's Macworld Expo, Boston.

Nutty Coincidence

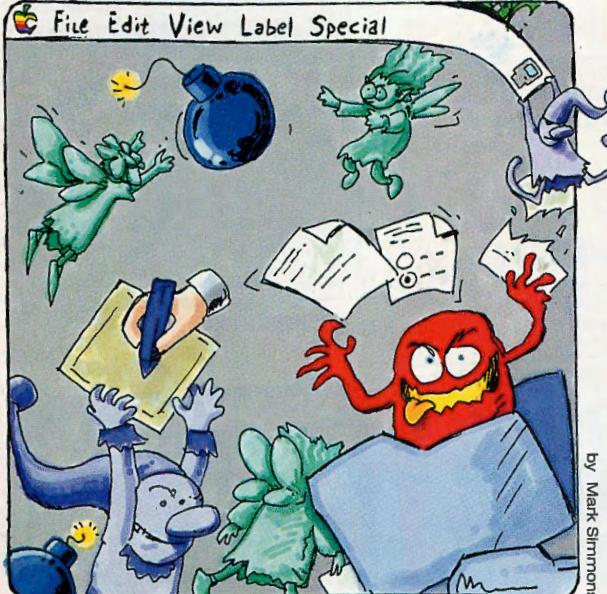


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Introducing Mac OS 8

The Real Cause of Type Eleven Errors.



By Mark Simmons

Guerrillas in the Myst

"Then people can come to La Realidad, visit a camp from their office in Moscow or Washington or wherever, come and get to know the Zapatistas. We have material from the 10 years we were preparing here that no one knows about: video material, training sessions... We want to get it distributed." —Zapatista rebel leader subcommander Marcos talking about his CD-ROM project.

Cut the Cheese



"I Want a Mac"
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With 'WinSongs 95' you'll laugh, you'll cry, but mostly you'll get up and dance when you hear 'I Want a Mac.' Masochists can check it out at <http://www2.apple.com/why-mac/videos/winsongs.html>.

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— Michael Rosenfelt, Power Computing's Director of Marketing, on the new PowerTower Pro line.



Come Back Cap

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"If you take an infinite number of monkeys and give them an infinite amount of RAM, eventually they'll take themselves seriously enough to publish their own magazine." —intro to re>WIRED, a parody.

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